

THE

GIFTER

Your Guide to the Megaverse



6



FAQ ERRATA

One Adventure & Maps Unofficial Resource Material



Publisher Volunteer

Richard Grzela

Graphic Design Volunteer

Richard Grzela

Volunteer Contributors

The Fans of Palladium Book Inc.
taalismn, Hell Fire Hide, Gadrin, Devils Advocate, Dr. Doom III,
Stone Gargoyle,

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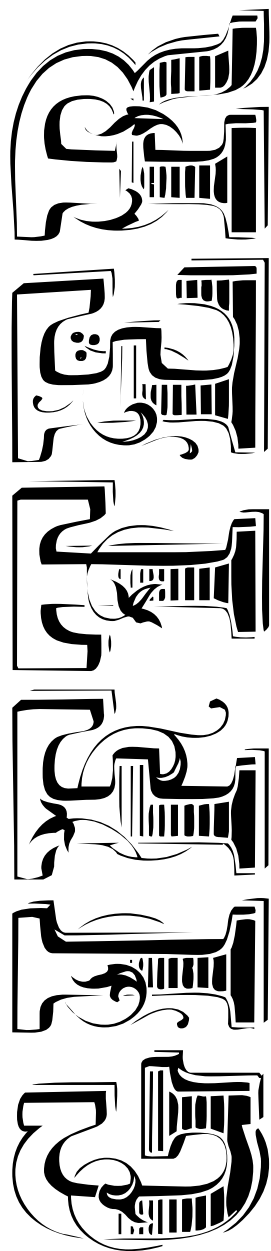
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“

Plagiarism is stealing from one source and claiming it as your own. But when you steal from several places and claim it as your own it is called research.

”

We don't believe this quote, but our passion drives the publications.



Editorial Note

This was a challenging issue to put together for us. Any time you volunteer to take on a project with so many parts it is bound to have a few hick ups along the way. This issue of GIFTER was no exception. Fans have shown an amazing amount of interest in the project. That much was certain. Many even offered to contribute their work and ideas. In the event that you want to contribute we will accept all submissions as they are sent. We put little editing effort into this work as it is meant to be a fan project that stays true to what the fans wanted. Of course we some times see things that are pretty glaring and unreadable. These things tend to get a little word smithing. But for the most part the issues are 90% untouched.

Then we have other issues that crop up that are entirely avoidable. We request all submissions be approved by sources. We know that several sources refuse to answer emails and are hands are tied in that respect. Since this is a free publication we simply share content for the joy of the art that it is. We also really would appreciate if those fans show a desire to contribute do so. We have several pages that remain blank due to a lack of follow through. This is one area that we could improve on somewhat as fans.

These are just a few reasons why we do this electronic magazine for free. Ultimately it is compiled from the love of fans and the game. Sure, one person spearheaded the effort to compile the information and call fans to arms. If a finger had to be pointed then it would likely fall squarely on my shoulders. But the weight of it all is hardly entirely from my brow alone. All fans contribute to this publication. I also believe the fans do participate with the purest of intentions.

On behalf of all the fans – Respect the effort, and appreciate the fact that they are sharing their work, and yours with a greater audience that might not get the opportunity to be exposed to the game we all enjoy.

-Devils Advocate

Palladium Books Inc.

All This Material Came From The Forum?

Well yes! Palladium Books Inc. has some of the most active imaginations amongst their fans. They also produce more material for the game than any other game system out today. The forum allows people to contribute things that they would love to see published.

Getting involved is as easy as posting on the forums or contacting some of the contributors to see if they can offer feed back on your work. The Forums is an open resource for all the players of the game.

This is a collection of fan work! I can not imagine how much effort it takes to do this. Palladium Books Inc. should consider looking at publishing more of this stuff the fans are producing.

You said it! We wish it was that easy too. Unfortunately your going to have to wait and see if it happens. You need to follow the procedure, submit forms and show a lot of patience. If your writing is top notch, you'll at least make the Rifter. If your better than that, your going to make it into the pages of canonized material.

Will Palladium Books look at my work?

Your guess is as good as mine. I will say this, if you work hard and phone them up, you might get the right people to answer your questions. Other contributors have been able to get ideas off the ground and get the cooperation from the many Palladium staff members.

Some of the best books ever made by Palladium are still in print. Though I miss some of the older authors and contributors. I hope to see them work on a few more projects in the future.

Is there anything I can do to see that this happens?

Yes! Call the Palladium Books Inc. Office.

With every challenge the company has faced, it is amazing that they are still pushing forward.

Truth be told I have seen Palladium Books Inc. Endure a lot of issues that are openly spoken about on the forums. I have to say that they are still working hard because they love their product and their jobs as much as the fans love their products. I too hope to see more.

-Devils Advocate

Your NPC Contributors



taalismn - Founder of Paladin Steel Store Front-AKA:Unknown

As a long time contributor to the forums, taalismn has been offering up concepts and ideas for years. See the store front.

Hell Fire Hide-AKA: Rich Grzela

After doing one Rifter and proving it could all be done in a reasonable time frame. He put out three "GIFTERS" and doing one more for the fans.



Devils Advocate-AKA:Rich Grzela

We need an alternate perspective on things. This NPC is the perfect choice for providing that perspective that challenges our thoughts and allows us to question any preconceived notions.

Gadrin

When your looking for originality and interesting spells, then look no further then Gadrin. Fundamentally one of the greatest spell creators I have ever found on-line. He has ways of making things better for all in the Megaverse.



Dr. Doom III

Few could ever match the talents of Gadrin when it comes to the area of magic. A very close second in this area of spell weaving is the offerings of Dr. Doom III. Clearly he is intent on destroying the world.

Stone Gargoyle

Wow what a spin on magic! The idea's behind Painting Magic is amazing to say the least. Any one who appreciates art will love the magic Stone Gargoyle posted on the forums. The spells are collected her for you to enjoy.



Lord Z

A long time supporter of the GIFTER. Lord Z is constanly spearheading new projects for the Palladium Game System.

NONE

We Need You!



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If you have any concerns please contact us and we'll advise volunteers from using content from your site or public space, as it is for a specific use only. Please keep in mind the "Gifter" is comprised of a collective of amateurs, each bringing several passions together. In no way do we see the negative of showing game material and art in the same context as it promotes both equally and fairly.

-Kindest Regards

One of the biggest features from the forums is the variety of questions people ask. Many fans chime in about house rules and a few even quote actual books and pages for answers. For the more mundane rules we dug into the Palladium Books web sites cutting room floor and found some official answers to many questions you may have.



FAQ – Cutting Room Floor

By Palladium Books

Armor, Cybernetics, Equipment and Weapons

1. Since the changes in some of the books the MDC by Location on some types of armor have changed. Is there a formula for figuring out the MDC by Location on the body armor in the older books?

Answer: If no MDC is listed by location, allocate 15% for each leg, 10% for each arm, 5% for the head, and the rest to the main body. The amount listed in the book for the main body will remain the same for the main body. For example a set of armor with 40 MDC for the main body (as listed in the main book), will have the following assigned - 9 MDC for each arm, 5 for the head, and 15 for the arm.

2. Why don't armies with Glitter-Boy technology use it on all of their vehicles and robots? I have yet to see a Glitter Tank. Answer: The technology is very expensive, and extra heavy. In the Chaos Earth Series appearing in the Rifter, Kevin Siembieda mentions that the SAMAS units operate by NEMA are

also constructed using Glitter Boy Armour. Likewise the New German Republic has experimented with using the technology with some of their robot designs (the Glitterwing version of their Dragon Wing robot), and by Quebec in North America with its GB-96 Glitter Boy transport craft.

3. Rifts Australia: "Snake Back" Armor: Does it need any PPE to activate it?

Answer: No P.P.E. is required to activate it, it comes ready to use.

4. All the Naruni forcefields have an equivalent suitable for cyborgs and Giant Robots with twice the MDC. I assume this is because of the size and bulk of the harnesses. Can a Giant character (e.g. Nimro, Cyclops, Rahu-man) utilize one of these "giant-sized" force fields?

Answer: They cannot. The High capacity force fields, also require a connection to a larger power source than the e-clip powered personal models. With the Cyborg and Robot version they tap into the Borgs/Bots nuclear power supply.

5. How long can a suit of CS Environmental body armor (CA1, CA2, the old style...it doesn't matter) run for if it is under continuous use? ie: HUD's turned on, internal heating/cooling measures being used, plus any other fiddly gadgets on them that require power from somewhere.

Answer: Electronics from Body armour can run for 36 hours continuously, of course, if used judiciously, such systems can go months without requiring recharging (powering up in combat, unpowered otherwise).

6. How long does it take to don the various types of ancient armour?

Answer: It all depends on how complex the armour is, from a single attack or two for jerkin and smock style armour (Leather jerkins, chainmail vests, etc), up to 30 or more minutes for full jousting plate.

7. In the Japan World Book, there is a reference to a palm weapon link. Is this supposed to be a palm generated weapon, or is a bionic device similar to what mechanoid robots use to power their weapons?

Answer: In Japan there are Palm Energy Blasters, but the weapon link was omitted. If you do use it, it would be around 30,000 credits, and allow modified/borg weapons to be linked to the nuclear power supply. Similar to the Skelebots CV-212 laser rifle.

8. If somebody has amplified hearing can they get the +6 bonus while wearing power armor or while piloting a robot vehicle?

Answer: No they do not. being inside Power armour or bots reduces hearing, and sensory abilities.

9. I was wondering what would happen if a full conversion borg was hit with a phase gun OR a phase spell. Being that their bodies are made of what I would assume to be similar material to MDC armor, wouldn't that mean that a Borg should be VERY SCARED of phase guns being that the only living body parts that they have are maybe a tongue and a brain? This would mean that a Borg with X hundred MDC could be taken out by the cheapest phase weapon in a shot or two.

Answer: Phase weaponry would bypass a Borg's normal armor. Unless the 'borg was protected by a force field, the phase beam would harm his natural body parts. Since the few body parts are small, the phase beam would do half damage (the GM might require a called shot to hit the area where the flesh components are); the 'borg's hit points for these purposes would be either normal, or, for full conversions, P.E. plus 1D4 per level



of experience.

10. Also, how long does it take to acquire a cybernetic

implant (say, an arm or eye)? And after the surgery, how long does it take for the implant to function properly because of the drugs and such (my G.M. says approx. 3 days, but that seems a little too long, in my opinion)?

Answer: There section on this in the Rifts GM Guide on pages 270-271. The basics of the system is for every \$25,000 credits worth of work done the patient will suffer one point of hit point damage. The new cybernetic will not come online until the lost hit points are healed. I suggest you see the book for more detail on this and other possible side affects. A lot depends on the implant involved, but 1-2 days of recovery for a minor procedure is reasonable. Surgery could take as little as 1 hour, to 10 or more hours depending on the amount and type of Cybernetics/ Bionics installed.

11. Is the Juicer conversion considered cybernetic (for magic purposes)?

Answer: Yes, Juicer Conversion is considered cybernetic for magic purposes. It counts as 2 implants (the Bio Comp and internal IRMSS) and as such halves all magic ability. The same also applies to psionic ability except for those Juicer systems designed to augment psionic ability.

12. Since all objects contain chi, can a martial artist who was forced to become a cyborg still use chi abilities and martial arts techniques?

Answer: No, when they lost there body they lost the harmony gained from practice to use chi. The GM might let them get it back but they would have to start from scratch.

13. You have stated before in the Fan Faq that borgs only have 43% - 45% of their tactile sense. In game terms what exactly does this mean i.e.; What negatives or bonuses to do what things (Pick locks, parrying piloting, pull punch ...etc).

Answer: Generally -5 to -15% to appropriate skills such as pick locks. See the Cybernetics section of the Rifts Main Book. It also means that fragile objects may be broken as too much pressure may be applied to the object, or small features, like brail text may not be felt.

14. I was wondering if thermo-imagers or any other optics could see through walls, doors, window blinds, etc.?

Answer: No, a thermal imager works on heat and the most it can tell you about a wall is where the studs are or the location of any hotspots. As for windows they are not any more clearer for thermo-imagers then walls. All other systems work on the light amplification so will not see through anything either.

15. In rifts I was wondering if there is a tent that can be bought or if there is any camping equipment that can be bought?

Answer: Prices of camping and wilderness equipment can be found in Warlords of Russia.

16. I was looking through Juicer Uprising and I want to create a Phaeton Juicer, when I got to the point of equipment I look it over the equipment section and saw that they receive a PAS helmet. I flipped over to the Delphi Juicer and saw that the Phaeton Juicer and the Delphi Juicer have the exact same equipment list. So what I need to know is what is the actual equipment list for the Phaeton Juicer?

Answer: Remove the PAS Helmet. Other equipment remains the same. Giving them a light fast vehicle is also appropriate.

17. I saw in one of the Rifters a portable E-clip recharger. What are the states and what is the Black Market price?

Answer: Portable e-clip rechargers would probably fetch around the 50,000 cr mark and require to be plugged into a nuclear power plant (cost extra), however operators can make e-clip

rechargers providing they have access to a nuclear power plant (from a power armor, but, vehicle, or independent).

18. In a campaign that we were just playing, a character wanted to blow up a nuclear battery. I was wondering exactly how much MD the resulting explosion would cause to the surrounding area. Also, how much MD does the casing of the nuclear battery have?

Answer: There would be no explosion, however radioactive material will be spread around the place, making it lethal to unprotected plants and animals. The description of the rail guns in the Rifts Main Book covered breached Nuclear Batteries/ power packs.

19. I was looking at the South America book. According to the information on the "Black Galleon" Gunboat (a water vehicle with 900 MDC, 4 types of missile/torpedo launchers, and a laser cannon) going for only 400,000 credits!!! I hope this is merely a misprint, I doubt the gasoline engine would make it that cheap.

Answer: Yes, that is the correct black market price for the boat.

20. I've been wondering if they have contact lenses in Rifts?

Answer: Advanced cities should have facilities for making contact lenses. The cost would vary though by supply for example in a major city that could make them about 20 credits for a weeks worth. In the wilderness they would be much higher and most likely not even available.

21. Is a Battle Ax really one handed? Does it really do 3D6 damage?

Answer: Yes, the stats for the Battle Axe are correct.

22. If phase weapons are stopped by force fields, and goes through light body armor: Does phase weapons get stopped by walls? if so: how thick must the wall be? If not: Does it hinder a phase beam: how much does it?

Answer: Normal walls (of whatever thickness) will not stop phase weaponry.

23. Can someone with cybernetically amplified hearing turn in off. I think it would really hurt if you had it turned on when a Boom Gun went off. If you can turn it off and you just go deaf from sound of it firing, can you turn it back on and hear normally? How does that work?

Answer: Cybernetics either come (or can be equipped) with an off switch. If someone is normally deaf, a cybernetic ear may not be enough to allow them to hear again.

24. With the Deathbringer sword in Federation of Magic, I have a query. It says that it has the power of invulnerability, from all attacks (excluding magic/psychic). Does this mean that upon activation, the character is impervious (totally- i.e. no damage) from all other attacks?

Answer: Yes, but remember just the user not anything he is wearing like armor.

25. A lot of the CS weapons were listed in the main book as having a standard ROF, but in War Campaign they are single shot only. Which listing is right?

Answer: The one in CS War Campaign. Standard ROF for energy weapons is single shot, with burst capabilities only being possible if mentioned in the weapon description and individual statistics.

26. Are there any books which show the stats/prices for scopes/sights?

Answer: They can be found in Traix and the NGR (Cat. No. 810)

on page 151 and in the Rifts GM Guide on pages 189-190.

27. Is it possible to use the armourer skill or telemechanics power to remove the set weapon sight from a preset weapon (i.e- JA-12) and then adapt/modify (attach) this to another weapon.

Answer: Yes, it can be done with a -20% to -30% skill modifier depending on how difficult the GM feels the task is. Sights which are designed to be portable can be removed, and fitted to other weapons with no penalty, though no bonuses would be provided (in fact a penalty should apply) until the sight has been calibrated to the weapon it has been fitted to.

28. Can a rune weapon bond with a cyborg (full or partial) or other mechanical being?

Answer: Yes, the bonding process is not affected by cybernetics.

29. What is the damage caused by the rune staff of the Rune warrior from South America 2.

Answer: By focusing P.P.E. 1D6 M.D. of damage can be dealt for every point of P.P.E. spent. The blasts are +3 to Strike and have a range of 100 feet per level. If used as club it would do 2D6 S.D.C. plus any S.D.C. damage bonus gained from the Physical Strength stat.

30. I was curious on how loud energy weapons are?

Answer: This is discussed in Rifts Japan on pages 115-116 and the Rifts GM Guide on page 111. With laser weapons they make no noise at all. For other energy weapons go by the rules in the GM Guide with other energy weapons make a slight noise.

31. In "Warlords of Russia" why do both Short and long G-Clips cost the same? 4,500 credits.

Answer: That was a typo. A short G-clip runs 2,500 credits.

32. Can soul drinker swords from Rifts Atlantis affect gods and dragons?

Answer: As Soul Drinkers are Greater Rune weapons, there are very few beings that can resist their power to some degree. Among such entities are: Great Old Ones -- are immune to soul drinking. Alien Intelligence's (like the Lord of the Deep and Apsu of the Abyss), Deities that can be considered as Supreme Beings of their pantheons, and Splugorth -- can easily resist soul drinking because of their power level, but can be affected by continuous attacks. Supernatural Intelligence's (such as Mordus, Mictla, Mephisto), major Deities, and Death (of the Four Horsemen) -- can resist soul drinking with some effort but can be affected by repeated attacks. Vampire Intelligence's, Apocalypse Demons (excluding Death), minor Deities, and ancient dragons -- subject to soul drinking but will have a number of pluses to save (the bonus will vary the power level of the entity). Creatures with power levels below those mentioned already have no resistance to speak of vs. soul drinking. For entities and creatures that are not already mentioned, just extrapolate from the existing beings listed above.

33. What is the size of each general class of missile (mini, SRM, MRM, LRM) in Rifts? Length, width (not including the fins), and weight?

Answer: A mini missile is generally about the size of a can of coke. Short Range missiles are a bit longer, and are akin to light shoulder mounted missile launchers today (stinger etc) and anti tank missiles/rockets. Medium Range missiles are larger missiles found on aircraft and can be several feet long. Long range missiles are those found in heavy rocket launchers, and can be 6-12 foot long or more (MLRS, Scuds, etc fall in this category). As for weight a mini missile will only weigh a few pounds while a long range missile will weigh several hundred pounds.



34. Rifts Australia: How much PPE does it take to recharge the Mok Karka? (Pg. 142). Also how much damage does it do?

Answer: 100 P.P.E. to recharge and 2D6+3 M.D for damage.

35. When using a wooden weapon, such as a baseball bat, which does double normal damage, is the character's P.S. damage bonus also doubled?

Answer: The damage bonus is added but not doubled.

36. The Wormwood dimension book is missing serious info; how much PPE is need to reload the Techno Wizard pistols and rifles of Wormwood? What kind of rounds and gunpowder are needed to do it manually?

Answer: No, rounds or gunpowder are required for the pistols and rifles. The weapons are actually TK powered, and as such require Telekinesis to be cast on them to recharge them. Use

the rules in the Rifts Main Book for recharging Techno-Wizard weapons.

37. In the sourcebook number 4: Coalition Navy , on page 46 you talk about limpet mines, what I would like to know is the last damage for plastique-type. Because it is written 1D4 x 100? MD or SDC.

Answer: That is 1D4x100 M.D.

38. How long does it take to recharge a standard e-clip?

Answer: The full time for e-clip recharging and prices can be found in the Rifts GM Guide on page 111. The time for a standard e-clip is 1D6+10 minutes.

39. Naruni Enterprises weaponry has been found in the hands of the Cibolan Defense forces. It differs in design that standard Naruni Equipment. Why is this so?

Answer: Different artists drew the weapons, and each artist has their own view on the weapons.

40. Can arrows be modified or magicked? Can they be Dwarven or Kobold made, and if so, under what category would they fall? Can a bow be magicked or modified?

Answer: Arrows can be modified or be magical, though they are rare. They can also be Kobold or Dwarven made, and are considered blade weapons (like spears).

41. Do sonic weapons affect invulnerable characters?

Answer: Sonic attacks do not affect a invulnerable character.

42. What is the damage on the TW Sonic Rifle? In Federation of Magic page 115 it says as per shockwave spell, but this spell varies with damage according to the level of spell caster. Is there a set level or is it the level of the creator of the weapon?

Answer: Typically level 3. (3D4 MD)

43. Is it assumed that the purchase price of weapons includes the appropriate e-clips? If so, are these e-clips assumed to be charged or empty or either?

Answer: Weapons will usually come with ONE fully charged E-Clip thrown in (However, this will depend on where and from who the weapon is purchased).

44. What are the stats for the death kiss rune sword from the 1st edition Palladium Fantasy main book?

Answer: The stats are from the Tomb of Gersidi Adventure. Deathkiss has been updated to 2nd edition Palladium Fantasy and the new statistics can be found in the Library of Bletherad.

45. What happens if you shoot an e-clip? does it explode or what?

Answer: It is up to the GM. They may explode if hit, or simply be discharged. But targeting a E-clip is very difficult in combat.

46. Also, if there are borgs on Rifts Earth why does anybody worry about them? I mean all you should have to do is mechanical engineer a white noise generator (which puts out an EMP on a set frequency) and make it go on all frequencies. And for the extra kick, make it run off an e-clip for increased range. Do borgs (with all the technology the American Empire came up with in the Golden Age) have any kind of shielding against it?

Answer: Military hardware is shielded against EM spectrum interference.

47. What are the stats for the Large Gravity Rail Gun in phase world? It isn't there.

Answer: Large Ship mounted G-Cannons can be found on p93 and p99 of the Phase World Sourcebook.

48. Do techno wizard weapons benefit from ley lines and nexuses? Would they receive range and damage bonuses

for being charged near or activated near them, and would that include the Federation of Magic items?

Answer: Yes, they do benefit from proximity to Ley Lines, being subjected to extra power while along them and yes it also applies to Federation of Magic items.

49. In Revised Heroes Unlimited, how much does shotgun ammo cost?

Answer: Shotgun ammunition fetches around \$40 per box of 100 rounds (buckshot) Solid Slugs are \$50 per box of 100.

50. If a vibro-blade can be turned on or off then wouldn't it take an melee action to turn it on during combat?

Answer: They are generally provided with thumb triggers/studs or grip triggers, allowing just gripping the weapon to turn it on. This means it can be turned on in the same action as drawing it. If its already drawn but turned off it will require an action to turn

it back on. Unless the vibro-blade has been modified most of them are designed with safety triggers, so when released the immediately power off.

51. What category does a sling fall into (projectile or thrown), and does it get the P.P. bonus to strike?

Answer: A Sling falls under a missile weapon and does not get a P.P. based strike bonus.

52. How long can a Vibro-blade run for if it is they left running?

Answer: Vibro weapons, last for 1 hour before requiring a new e-clip or recharging. Of course, if used judiciously, such systems can go months without requiring recharging (powering up in combat, unpowered otherwise).

53. Rifts Japan - AT-230 Particle Beam Rifle semiautomatic? Under rate of fire for the A-T230 in Rifts Japan, It says that this weapon has a Standard; semi-automatic firing rate.

Answer: That has been changed in the Rifts GM Guide (page 140) the rate of fire is now only standard.

54. If a character is the victim of a Soul Drink from a Rune Weapon can they be brought back to life via magic like the Resurrection tatoo or similar spell?

Answer: They cannot be resurrected because their life essence has been drunk by the soul drinker. Once a soul has been absorbed by a Soul Drinker its gone for good.

55. Do Organitech weapons and armor from Systems Failure M.D. inflict M.D. or provide M.D. protection?

Answer: It is up to the individual GM, but doing MD damage and providing M.D. protection in Rifts is reasonable.

56. Can a character be bound to 2 rune weapons?

Answer: Yes, a character can be bound to more then one rune weapon.



57. Do blasts from Phase-Beamers and other Phase-tech weapons pass straight through magic armor?
 Answer: They are stopped by all magical barriers including magically enchanted armor.

58. With the proper skills(Weapon Engineer and Electrical Engineer) can you Modify the ROF of guns?
 Answer: It is possible to modify pistols and rifles to have a higher rate of fire but this is a all or nothing. For example a rifle can be made to fire full auto but that would then be its only method of firing. Of course that is the simple method for variable options (aim, burst) a selector would have to be installed and that would require major reworking to the inner mechanics of the firearm. The first shouldn't be too hard (-5% at most to skill) while the later would be much harder (-20% to -40%) and require a machine shop. As for energy weapons there rate of fire cannot be modified.

59. How much does Railgun ammunition cost?
 Answer: 1,000-2,000 credits per belt.

60. About the out-of-phase fields in phase world do they get affected by rune weapons because they are magic and physical so would it be half damage.
 Answer: They are affected, since Rune Swords are magic items, and magical attacks bypass the OP field so they will do full damage.

61. I would like to know if a character with a magic or rune weapon hits a ghost or specter does the creature take any damage?
 Answer: Magic weapons can do damage to Specters or Ghosts/Entities.

62. In the main Rifts book - what is the ROF for the TW TK machine gun? How many Burst can it fire in 1 action?
 Answer: It can only fire a short burst in one melee action.

63. For HU 2nd edition, I couldn't find the statistics for hollow point, full metal jacket, dumb dumb and Teflon coated rounds as well as other special modification to bullets.
 Answer: They can be found in the HU GM Guide, Compendium of Modern Weapons, and some can be found in Aliens Unlimited Revised.

64. What powers a Phase weapon (will a standard E-clip do for a Phase sword?).
 Answer: Phase weapons can be powered by E-clips.

65. Can a Psychic or Men of magic O.C.C recharge & use a Xiticix TK-rifle just like any other Techno wizard item, or is the weapon's insectoid origin make it so only the Xiticix can use it?
 Answer: These weapon can be recharged like normal TW weapons.

66. Can Rune Weapons get enchanted by an alchemist to be super sharp, invisible, etc.?
 Answer: No, as the magic of Rune weapons is beyond alchemist and they cannot modify them.

67. On p. 151 of Ninjas & Superspies, what caliber is the Harrington and Richardson Defender revolver?
 Answer: .38 caliber ammunition.

68. I have a question, what is the blast radius of a depth charge. the damage is listed in Mindwerks, but not the blast radius or the added effect under water.

Answer: 20 foot blast radius is appropriate. The damage listed is for underwater detonations.

69. In the Atlantis source book on page 137 the keep special energy pump pistol does 5d6 mega damage but in the main book the ng-101 and the tx-500 which are both rail guns do only 6d6?

Answer: The weapon is a short range ion blaster/energy weapon which has much greater damage potential than kinetic rounds.

70. Exactly how much sound do rail guns make? I've heard that they make a loud whining noise (60+ decibels), and that they start out with a loud noise, but eventually quite down (the noise gets to a certain point, then gets to a frequency humans can't hear).

Answer: They are extremely loud, about 85 decibels and sound like a machine gun with a high pitched whine.

71. In the HU and the compendium of weapons it lists the 40mm grenade launcher as doing 1D6x100 to 40ft. Is this a mistake and should be 1D6x10? I thought I once saw this in the FAQ as being that 1D6x100 was right but could not find it this time.

Answer: The damage has been revised, and a 40mm grenade launcher now does 2D4x10 S.D.C. damage.

72. The C-12 has three damage settings and is able to fire a single shot or a burst of five. Now the question- is the burst of five, five simultaneous shots for 20d6 mdc, 10d6 sdc, or 30d6 sdc (single shot x5) or does it come under a short burst, single shot x2 damage as per the rifle w.p. burst rule?
 Answer: It is considered a short burst (damage x 2)

73. This is something I have been wondering about in regards to the upcoming civil war in Quebec. Is it possible to mount a micro-fusion grenade launcher (a la C-14) onto the bottom of the CV-212, thereby giving a CS grunt anti-personnel capability as well as the power to overcome the laser resistant armour? For that matter, can the launcher be taken off and mounted on anything, or used alone (like the 40mm launcher the Americans use)?

Answer: The grenade launcher is a integral part of the C-14 etc, and cannot be removed except perhaps by a trained armorer. A grenade launcher could be mounted on a CV-212 but it would likely be a non standard weapon then.

74. Who can get Bionics? One of my players (A Special Forces trooper from Mercenaries) wants a Bionic Limb. Can he get it? Will he be a borg?

Answer: A single limb will not warrant conversion to the Borg O.C.C., so it is possible. Rifts Sourcebook One gives details on switching to the Borg O.C.C. when one receives extensive bionic augmentation. There are also more notes in the Rifts GM Guide on pages 268-271 plus a full index of bionics.

75. Do cybernetic implants and limbs have any sort of automatic repair abilities that allow them to heal? or do cybernetic characters have to go to a cyber doc when they are damaged. If Cybernetics do have some type of self repair abilities, at what rate do they repair?

Answer: They do not have any auto repair system unless otherwise stated. For most repairs a operator is required, but for critical repairs, or interface problems a Cyberdoc is required for repairs.

76. Can a Rifts character wear a p field(phase field) and a force field at the same time?

Answer: No, they cannot as the fields would interfere with each other.

77. What would the damage be on a .454 Casull and its range?

Answer: 6D6 S.D.C. damage. Range 150 feet or so.

78. In Macross II RPG, Nuclear Missiles as listed on page 39 do only 2 to 4 times the damage of an armour piercing short range missile, and have a blast radius of 40-50 feet. Was this intentional or a typo? I have a difficult time believing that a heavy fragmentation missile will do more damage than a medium nuclear explosion (of half the blast radius).

Answer: These nuclear weapons are minimal yield, low power nukes, not full scale nuclear missiles. Coalition navy (Rifts Sourcebook 4) gives rules for nuclear missiles in the kiloton range.

79. I am playing a Heroes Unlimited campaign and I am trying to find some ammunition stats for sabot slugs for a 12 gauge shot-gun. Can you tell me how much they cost, how many come in a box and how much damage that they do?

Answer: They do 6D6 S.D.C., a range of 150 feet. They come 5 per box or 250 a case. The cost for the ones I looked up are \$10.20 a box and \$510.00 a case. The prices are for Winchester as of 2002.

80. What are the limits of the damage a rune weapon inflicts on someone of the opposite alignment? Could a good person pick up an evil rune knife if he puts on heavy gloves or wraps it in a cloth? What are the effects of carrying it around, say, in a backpack?

Answer: 2D4 if incompatible, 3D6 if incompatible and a creature of magic. Using heavy gloves will not reduce this damage, but using tools like pliers/grips to hold it is OK. likewise carrying the item in a pack is reasonable, but any for of direct handling is not.

81. Are the following examples energy weapons; Plasma, Ion, Particle beam, and High Explosive? Also is the blast from a TX-5 or TX-16 count as energy or physical?

Answer: Plasma, Ion and Particle beams are energy weapons, high explosives are not, and this includes the triax pump weapons.

82. Are both the R-140 and J140 (from systems failure) Organotechnology? They look it but don't have a life span listed.

Answer: They are not organitech.

83. In the PFRPG: Western Empires book it has rules for magic weapons made by alchemists that states that any weapon can have up to three powers. It seems to me that it has already been established that in the FAQ that a rune weapon does M.D. in Rifts. What I want to know is if the armor piercing power transfers over with the same abilities in as it has in Palladium Fantasy. It seems to me that being able to cut through robots, powered armor, borgs, and body armor with equal abandon and not having to worry about going through the M.D.C. seems unbalancing. If one application of the power has limitations then does two or three? My players keep on trying to use this and I've been putting them off until I can get a response.

Answer: It has no effect where M.D.C. is involved.

84. I have a question about the Physical Transferal power for magic weapons, mentioned in Western Empire. The weapon adds the damage it does to your opponent to your SDC and hit points, boosting them, for limited amount of time. When the weapons does damage, does it add all the damage it does as SDC, or does it actually transfer hit points and SDC separately (i.e., the weapon does 10 damage to a person with 5 SDC; does it give the weapon's wielder an extra 10 SDC, or an

extra 5 SDC and 5 hit points)?

Answer: It transfers them separately.

85. Can a phase sword go through armor like the blast from a phase beamer. Example: Can a thug armed only with a phase sword damage an attacker in M.D.C. (say a glitter boy) by striking him and bypassing the armor and doing damage directly to the pilot or does the phase sword work differently?

Answer: No, A Phase Sword uses a physical blade surrounded by a phase field.

86. I was wondering why the Quebec's didn't add the sound filtration system into their body armor, like the Republic of Japan. I would imagine being part of a "reloader squad" would be very challenging. Specially when assigned to assist more then one GB. They would be operating greatly impaired if not deaf after a long day on the front lines. So for the stupid hypothetical side of it, If a GB fired for one whole melee at say 5 attacks. The reloader(s) next to the unit could be deafened up to a max of 20 minutes. This of course is a worst case but on the other hand this is only for one GB and one melees worth of actions.

Answer: The reloaders are secondary line units, putting them next to firing GB's in the front line will expose them to fire. Normally the Glitter Boys will pull back to the mobile reloader teams for rearming, so they will not be affected by Sonic Booms.

87. In Rifts 10: Juicer Uprisings, on page 69, there is a suit of armor designed for juicers. The Vibro-Spike Armor is powered by an e-clip which can maintain the field for up to 12 continuous hours. However, an e-clip can only sustain a single vibro-knife or set of vibro-blades for one hour. This seems extremely out of proportion. Is this an error or is there some reason for the discrepancy?

Answer: The armor is powered by an e-clip which has a lot more capacity than the small power cell used in Vibro weapons (where would you lodge a normal e-clip in a vibro knife?).

88. In federation of magic the dragonfire flamethrower when it hits does it stick like napalm and burn for a while?

Answer: No, it uses a steady flame generated by magic to do its damage not a burning gel like napalm.

89. Rifts Mercenaries pg.125 describes Naruni force fields. However, it is unclear as to whether changing the e-clip restores a damaged force field back to full. Or does it merely mean that the force field keeps operating at the level it had been damaged. Example; My force field starts with 170 MDC, and has sustained 123 MDC damage. I quickly change e-clips in my force field. Is the total remaining in my force field 43 or 170?

Answer: Having to deactivate the forcefield, change the e-clip and power it up will not restore it to full M.D.C. The stresses placed on the generator will still need time to dissipate.

90. The Wilks 237 and the Remi 137 has a double blast setting. Is this setting a burst shot or an aimed shot?

Answer: It is a 2 shot burst.

91. A vibro-blade does damage because it has an energy field around it. So does this make it harmless against an Impervious to Energy spell?

Answer: It does not as it's the wrong type of energy.

92. South America 2 had TW weapons that 'anyone could use', even non-mages, because of their PPE Cells. Now we have Stormspire apparently duplicating this technology/magic. Does this mean that the PPE Clip-using weapons don't require a magic-using operator, or are they different from SA2's

version?

Answer: They are different from the South American versions.

93. On page 184 of Warlords, the G-295R Steamer Pulse Laser Rifle's rate of fire is listed as "Each blast counts as one melee attack." Does it have a pulse capability for greater damage?

Answer: It is a single shot weapon so has no pulse or burst ability at all.

94. I also have a question about soul drinking weapons if a bonded person gets stabbed by their own sword should they immune to the soul drinking or did we do the right thing by rolling a save.

Answer: They would have to roll to save, after all a soul is a soul.

95. I had a question about the Wilks 567 "Long Gun" on p. 207 of New West. Is it firing a single shot with variable damage settings or are they all multi-shot pulses?

Answer: The first selection is a single shot but the rest are pulses.

96. What is the standard damage for a greater artifact in the Nightbane RPG as notated in Nightbane World Book 2:Nightlands. There is no mention of what damage is if no powers are chosen that alter damage.

Answer: As per the weapon it is made to look like.

97. I know a Railgun is considered to be a heavy energy weapon and that you would use the wp of that for any bonuses but shouldn't the weapons systems bonus be included for any that are used by powered armor and robots that use railguns as rifles?

Answer: Only if they are in a turret (remotely controlled), then the weapons systems skill is used instead. Only when the gun is used as a gun (in rifle/pistol format or tripod mounted would the W.P. bonuses be used.

98. In Aliens Unlimited you give some rules on the Riathanor suit but not like how much SDC/MDC, PPE, or what bonus to abilities it has if the wearer is higher in attributes. Because I think the info listed is a combination of both the suit and alien owner.

Answer: For more detailed info on the Riathanor suit I suggest you check out Heroes Unlimited Galaxy Guide as has more detailed info on them.

99. What is the default damage that a Millennium Tree

weapon will inflict on a supernatural monster? I've been told that unless stated otherwise, they will inflict their damage in mega-damage x10 to any supernatural being regardless of alignment. Answer: The default damage for each weapon is given in its description against all foes. Certain type of creatures are vulnerable to the Millennium Tree and will take additional damage. This additional damage is generally mentioned in their description.

100. Do variable frequency laser weapons work against the laser resistant coating on Southern Cross and REF mecha?

Answer: A VF Laser would have to be specially made to defeat the coating since they use a different set of frequencies than in rifts (a standard VF rifle would have about 12-20 different

frequencies programmed in and switches between these for maximum effect).

101. Is the Glitter Boy personal body armor suit laser resistant also(i.e.-made of chrome armor)? Answer: No, it is not laser resistant.

102. Is it possible to shape/carve Millennium Wood into bullets/rounds for slug throwers (automatic weapons, rail guns, etc.)? If so, what would the damage to supernatural & vampires be and how much would they cost?

Answer: It may be possible, and would be treated like normal wooden rounds, or perhaps x2 damage. They cannot be fired from rail guns without being fitted with a ferrous core.

103. Do you have to bring magical enchanted armor to an Alchemist to get it repaired? Its not like normal armor so it seems that a normal blacksmith would not be able to fix it especially if it has extra S.D.C. added to it.

Answer: While a patch job can be done by a blacksmith (riveting a patch over a rent, beating out a dent etc) major repairs will still have to be

conducted by an Alchemist in conjunction with a blacksmith.

104. On page 110 of Rifts Atlantis, under the heading Spike-Elbow, it says it gets a +1 bonus to parry. Now, using my common sense, I figure it gets +1 to parry when you parry with the elbow spike, not +1 when you parry with anything. I would like to know if I am right.

Answer: That is correct.

105. About Cyclops lightning javelins. When you throw them they turn to lightning and can't be retrieved, does the same happen to the javelins when they are used in HtH combat?



Answer: If their magic is activated yes. if not activated they will do only normal spear damage.

106. About intangibility do lasers, plasma and ion attacks counts as electricity attacks?

Answer: Ion does, the others no.

107. Does the blades created from the conjurer from federation of magic hurt supernatural creatures like werebeast and/or vampires?

Answer: Yes, the blades will hurt supernatural creatures.

108. If a Techno-Wizard wanted to use a PPE battery for a device with multiple powers, would he/she need to use one or more PPE batteries?

Answer: One battery should be enough if it contains sufficient PPE.

109. Can you give me a hand here, the sound effect magic item ability listed in Western Empire doesn't have a price listed. Can you give me a price for it?

Answer: Its 500 gold per sound effect, with multiple sound effects permissible on a single weapon. (i.e., it makes a splat when hitting a dwarf and a gong ringing when it hits an orc and a clown horn when it hits something inanimate). For 750 per effect, rather than 500 gold per effect, you can have the sound be a word or brief phrase, such as "Vengeance is mine!" or "That had to hurt!"

110. In warlords of Russia you can buy a cybernetic power cable to replace a e-clip and myself and some fellow players have wondered if this is possible to put on to a anti tank laser rifle from South America 2 as it would make the player have more destructive capability than most robots.

Answer: It is not possible, the power drain would be too great.

111. As the Naruni Plasma weapons fire 'Large' cartridges and are fired by 'mechanical' impact primer, is it possible to use standard SDC/mdc 12 gauge rounds in a pinch?

Answer: They are not designed for 12 gauge ammo and will not take it without extensive weapons modifications.

112. In HU2 the maximum strength for Bionics is 24. The maximum strength for a Human being is 40. Why is the limit on bionics barely half of the normal human maximum. Shouldn't it be far superior?

Answer: The interface between man and machine is the weak point.

113. In World Book 14, page 47 under the paragraph relating to "The Law in Silvereno", reference is made to the "CFT 'Double-Barrel'". I do not see this weapons statistics listed under the "CFT Experimental Weapons" Section on page 212. Can you provide me with the statistics of this weapon.

Answer:

CFT Double Barrel

This is based of the old double-barrel shotguns seen in most old westerns. It has a trigger for each barrel. One or both rounds can be fired at a time.

Weight: 4 lbs (1.8 kg)

Mega-Damage: 4D6 per shot or double that if both rounds are fired.

Rate of Fire: Each shot counts as one action even if both rounds are fired.

Effective Range: 300 feet (91 m).

Payload: Two rounds

Cost: 10,000 credits for the shotgun and each E-6 round cost 320 credits.

114. What is the correct damage and payload for the NG-P7? The Rifts main book and Rifts GM Guide have different numbers.

Answer: The ones in the Rifts GM Guide were a mistake and will be fixed on a later printing.

Background and Setting Questions

1. I am totally addicted to rifts can you tell of any rifts clubs in London you know which have contact with or know advertising on the Internet. On the palladium site you could make a place people can advertise club.

Answer: Well you can always try Shawn Merrows Palladium Gamers Registry (through the links section). There is also a section in the message board for gamers to contact each other.

2. Why no TMNT in catalog? Just out of stock?

Answer: We no longer have the license for TMNT and sold what remaining stock we had.

3. Whatever happened to the Chaos Earth World Book for Rifts that was going to be about a world where the old governments survived and were forced to learn and deal with the coming of the Rifts and the return of the once lost art of Magic?

Answer: Chaos Earth is being brought in a serialized format starting with Rifter #17. Once it has been serialized, it will be recompiled and released in a complete RPG format, and while there may be some changes from the serialized version, you will see Chaos Earth in the making.

4. I was just wondering why the SDF-1 is in the picture on page 20 of the Atlantian city in World book 2. Is this another ship from another world with the crew killed or traded away as slaves or joined forces with the Kittani in some under the table deal? Or am I just making more out of it than is worth?

Answer: You are making more out of it than you should. The artists like to do jokes throughout all out books, and if you look hard enough you will find them. From "Lobotomise Me" on a ley line walker in Rifts, to Darth Maul and "Coffin Cola" in Systems Failure.

5. Does the CS block or censor civilian material coming in from outside (although human and civilized) sources. I mean, If the CS citizens living in Lone Star turn on the radio or television set, can they receive transmissions from El Paso or Ciudad Juarez or Laredo (assuming signals from such places would even be strong enough)? If so, does the CS censor "questionable" material from the programming (questionable being anything that the CS disagrees with). And what if said material is all in Spanish? CS citizens can't read subtitles, and I'm sure they don't know any foreign languages.

Answer: Censorship depends on the material and its methods of transmission inside the cities. Outside broadcasts are hard to censor and could be jammed. AS to speaking other languages, they may speak other languages. I.E. In Quebec, they would speak French and English, in lone star Spanish may be used.

6. Are CS citizens allowed to learn to read and write music? If not, does this mean they are completely deprived of any original music?

Answer: Music may be taught, and learned (read and rote)

7. I seem to recall that, in "Island at the Edge of the World," there was a city of ruins that had been transported from Atlantis. Would this be Rifts Atlantis, "Real" World Atlantis, or Atlantis from one of the other games? Or is my memory just playing tricks on me altogether?

Answer: The ruins there were made by survivors of Rifts Atlantis, after the dimensional accident that sunk Atlantis.

8. In the Nightbane setting, the Nightlands exists in a symbiotic way with the Earth. What would've happen to the Nightlands during the Great Cataclysm?

Answer: That is pure hypothetical, but the resulting devastation on the Earth would have a Mirror Like effect on the Nightlands. A similar effect would be like what happened when Hiroshima and Nagasaki were A-Bombed at the end of WW2 and the resulting devastation in the Nightlands.

9. What is the exact timeline for Phase World? It can't be the same as Rifts Earth, can it?

Answer: As for the timeline for Phase World, since it is a separate dimension, there is no coloration between the time lines.

10. In Wormwood since everyone is a Mega-damage being does that mean physical attacks cause no damage, ie. a punch or normal sword. This seems to imply that people of wormwood can beat each other up till the cows come home and only suffer fatigue from failing away at each other

Answer: Wormwoodians are mega-damage beings in reference to SDC objects from other dimensions. Swords and fists will inflict standard damage within their own dimension.

11. I was just wondering about the chamber of light (in Azlum the Aslum on Atlantis) and the alignment change. I understand that the person believes in they're new ways and that kind of thing but why would the alignment change be permanent? Couldn't other things effect it? The first being other spell magic such as Soultwist or Someone Makes Them just change it back? Secondly couldn't the player characters help the NPC or PC that is affected? If shown that they're (the person changed) is wrong in they're new ways and the person had a desire to change couldn't they? Also, In my characters case couldn't the whole (true) love thing interfere?

Answer: A GM who wishes to have these factors affect the alignment change is free to do so for their individual campaign.

12. In Skraypers, the races are supposed to be less technologically advanced when compared to the rest of the Three Galaxies. However, if the equipment in the sourcebook is utilized as MDC, everyone in Skraypers seems to dwarf the rest of the Three Galaxies in technology. Was most of the stuff in the book originally intended to be just SDC with the MDC conversion a frowned-upon option?

Answer: In some respects, the Skraypers races are as advanced as those of the Three Galaxies but in other aspects, they are still lagging behind (this includes areas of Contra-gravity technology, and FTL technology).

13. In Rift's what level of tech did the golden age get to? Because, I don't know what to tell my players what a ruin city looks like ultra high tech or modern.

Answer: The Golden Age (just prior to the Coming of the Rifts) had technology at least equal to the highest technology present in current Rifts Earth. The Republic of Japan contains Pre-Rift/ Golden age Cities that were rifted forward in time, with survivors from the Time before Rifts. The Technology there should be considered "Golden Age Level." More golden age technology and descriptions can be found in the Chaos Earth serialization that is appearing in the Rifter.

14. In the CS War Campaign book it says the CS wiped out the Naruni based arms dealerships. Does this include the one in Los Alamo? And if so, what happened to Los Alamo in the Campaign of Unity?

Answer: The CS has been surprisingly patient with Los Alamo

about their Naruni connections. Although this is primarily because of Los Alamo's overall outlook regarding humankind, it is also because the CS is not ready to open up a war on a third front (they already have Tolkeen and Free Quebec to contend with). So, for now, Los Alamo has been keeping a low profile and the CS looks the other way. However, once Tolkeen and Quebec have been dealt with, the pressure will be on Los Alamo to toe the line or else.

15. How would the Mechiniods feel about Dragon 'Borgs from Japan?

Answer: Although not themselves humanoid, the Dragon Borgs aid and befriend humans and were humans. This is enough to put them on the Mechanoids hate list. That they somewhat resemble Mechanoids will make them a priority target if they ever encounter a Mechanoid.

16. How come C.J. Carella ruined the Four Horseman of the Apocalypse story? In Rifts World Book 10: Juicer Uprising under the description of Aramis knight and The Grim Reaper Cult it says that "Even though death was defeated and sent to another dimension Aramis still talks to him" or close to that.

Answer: The books have a evolving time line, each book is set in a slightly different period of time. In Juicer uprisings the gathering of heroes managed to defeat death and the other 4 horsemen. Of course in your game the 4 horseman might not have united or have succeeded in uniting (or partly). In this case, have Aramis working directly for the Armageddon creature.

17. South America 2 speaks of a city rifted from Wormwood, does this region have the same powers of Wormwood itself? If so do the symbiotes work upon leaving that region?

Answer: The region right around the city does have the same ambiance as Wormwood and allows the symbiotes to work. However, such symbiotes that are away from the city either far enough (50 miles) or long enough (48 hours) will start to lose their powers.

18. What are the standard Coalition colors?

Answer: The standard colors are a black or midnight blue color, and white

19. I was wondering why the Chaing-Ku description (in Dragons & Gods) says that the Elves & Dwarves destroyed all traces of Tattoo magic during the millenium of purification. Why would they?

Answer: A Lot of different magic was purged during the millenium of purification, a lot of magic was seen as undesirable, and was removed from the records. Tattoo magic is a restrictive magic form, and can easily be used to inflict pain on Elves, cripple spellcasters (give them enough tattoos, so they cannot cast spells again etc. Tattoo magic was also a uncommon form of magic, with the only tattoo masters being Chiang-Ku dragons, and the True Atlanteans (they either fled the palladium world, or died).

20. Is Vicksburg CS-controlled? Also is Baton Rouge still in it's original location? The Original book says that port gibson, MS to Laurel, MS is the new MS Coast line. if the LA coast follows this, then Baton Rouge should be underwater. However, the CS Brown water navy fleet has a HQ there.

Answer: The details given in the main book were rough details as mentioned by Erin Tarn. If you refer to the color map of the old American empire on p159, you can clearly make out the coastline, and referring to some maps, Baton Rouge would still be intact.

21. In The Palladium RPG, Can You Explain The Edge Of The World A Little More. Is The Edge A Form Of Wall?, Does

It Envelope The Entire Southern Half Of The Planet?, Does It Span The Planets Equator?, If So What Happened To The Other Hemisphere? From A Planetary Aspect Can You Maybe Explain It A Little More.

Answer: The edge of the world, and what lies beyond are mysteries to all. No one knows what is on the other side, and no one has every sailed around it. The world itself was torn about by devastating magic's, from the Time of a Thousand Magic's, and the Age of Chaos, and the battles with the Old Ones.

22. I was wondering, the Palladium Fantasy world, is the map presented the entire world? Does it wrap all the way around the planet? Are there other continents? Can one sail from the eastern territories into the western empire?

Answer: That is the known world. The rest of the planet has not been explored or is inaccessible, do to the dimensional barrier in the southern ocean.

23. For Century Station where is the city government and CHIMERA headquarters located in the city? I'd assume somewhere in Society Hill, probably in Silver City, but I was curious if you had any specific location planned for it.

Answer: They are both located in Silver City.

24. I was wondering if you guys had plans to specifically explain legends, myths and beliefs of certain landmarks around the planet in Rifts. Like Devil's Tower, Mt. Rushmore, The Badlands... etc. You know, that kind of stuff.

Answer: In some cases, such legends may appear in future Rifts supplements.

25. I need some numbers for the Planned Coalition war with Tolkeen and Quebec. The CS apparently has a million-man army. How many are going to each front? what proportion are Air and Mechanized? Does the CS use artillery? If so, how many tubes are going to each front? What kind of numbers does Quebec have to oppose? Same question for Tolkeen.

Answer: The information on Quebec can be found in the Free Quebec Worldbook. The other information on the Coalition States and Tolkeen can be found in the Siege on Tolkeen series.

26. Any Ideas for cartography maybe a set of maps that shows an over lay of where things were to where they are now? Especially the coast lines around the world or at least the US. I know you have a few maps and all but most are small and have no reference or scale (book 12 was great with psyscape and soul harvest helps alot)

Answer: There are no current plans for an atlas of Rifts Earth. Although this is something that we may consider at a later time, right now we have too many other projects that we are committed to doing first.

27. What about the Mafia? I've noticed my players like playing criminals (Robin hood-esque, and bandits) and if there were a book (even a small one) on the criminals of Rifts earth, I think it would sell well.

Answer: To see what happened to the Mafia, check out the Sicilian Republic on pages 40-42 of the Rifter #1. Also, Rifts: Black Market is in the planning stages.

28. In Century Station are all the big businesses in town part of the Council of Industry, or are there a few newcomers who weren't around during the time of Project Daedalus?

Answer: (Bill Coffin) Not all of the big businesses are part of the Council of Industry, but those that are make it very difficult for you to become a big mover and shaker unless you join them. As a result, there are bound to be some powerful companies that are reluctant to enter Century Station because they don't want to put up with the Council's hogwash.

29. Given that energy weapons seem cheaper and more prevalent in Century Station than any other place on earth, can they be purchased legally, or are they just easier to get a hold of through back-channels(arms dealers, the black market, etc.)?

Answer: (Bill Coffin) I suppose they could be purchased legally (seeing as how common guns are through out the city), but you would still need special permits for them. (Having said this, I probably said elsewhere that they are flat-out illegal and am now contradicting myself...)

30. What ever happened to NORAD in the Rifts world? You covered it in System Failure but not anywhere else?

Answer: NORAD was destroyed by a super volcano, and remains lost. Numerous expeditions have been launched to find the place, but none have succeeded.

31. I was wondering if you could give me some what of a detailed answer on to what the Coalitions opinion on Females in the military is. And this might sound odd, but I was gonna try and play a gay character, but I don't know if there allowed or what the opinions are towards gays in the coalition.

Answer: Females are accepted in the CS armed forces. The prejudices are against non humans, not sexism. For Gays in the CS military, there might be some prejudice, but they are still human, and not demonic monsters, so would probably be allowed to serve.

32. I gm for robotech and some of the players keep asking about an under water city that is mentioned in book four Southern Cross its on the same page as the description of the O.C.C. Sea Squad and I was wondering was their just not enough room to put it in the book or did it never come up?

Answer: It never came up. However, you could easily create one there. It would probably be a underwater test center modeled on a space station or base concept. As such you could easily use the plans for Moon Base Copernicus from Return of the Masters for this underwater based operated by the Sea Squad.

33. Is the Atlantis continent from rifts Earth the only Atlantis? If not, did the others have similar civilizations? Also if there are other ones, are they also dimensional anomalies? Or is Rifts the only place with an actual Atlantis, and the Atlanteans just spread the legend to the parallel worlds?

Answer: Rifts Earth is the ancient home to the true Atlantean, but Atlantis the continent might exist in other dimensions.

34. Are there any major cites such as chi-town that don't allow MDC armor and weapons?

Answer: There are many small towns and cities that do not allow M.D. armour and weapons inside the city proper.

35. Where is the exact location of Mindwerks in Poland?

Answer: It is located in South-western Poland, next to the Czechoslovakian border. The exact location is in not defined, allowing the GM to site it within that region wherever they want it. Only a select few known the location, and they are generally well protected.

36. Which galaxy, if any, is Earth in regarding the Phase world Universe, and if nowhere near, how far away (roughly) is it? I ask because the PC's in my campaign were taken on board a raider ship and rifted to Phase World before they could escape, now they want to go home and have commandeered the raider ship.

Answer: They are in different dimensions (planes of reality). The only way for them to get home is to go through a Rift.

37. I have a question. Would the CS accept Zentraedi (or for that matter tirolians or zentran/meltran?)? it says in the books that they are basically human right? I mean they look human and can bear offspring with humans, and their basic genetic code is very similar.

Answer: They would not accept them at all. No, matter how Human they look if they are not from Rifts Earth they are a D-Bee to the Coalition.

38. Does the Palladium fantasy world have a moon? If so, does it have just one or does it have several? What is the moon like? Is it like Earth's moon?

Answer: They have a moon with a similar cycle to earth's moon.

39. Are rahu-men the only kind of d-bee accepted by the New German Republic? it says in conversion book one that a rahu-man cyber knight is a member of their government and if so what does the CS think of this? I think his name is rasheen.

Answer: That was probably from the early years of the NGR (when there was little contact between North America and Europe). As for accepting D-Bees they accept most kinds, and even limited magic and psionics (they are not as prejudiced as the Coalition).

40. I have question about the Coalition States population. The main books says it is only about 10 million, while Sourcebook One states that it is around 14 million. Both of these seem ridiculously low.

Answer: The CS is a collection of city states, and the population figures do not count hopeful citizens, those allied with the CS, or those living in the burbs. (counting all these the population is likely to be several times higher). The German population is over a big area, more stabilized, had a huge influx of refugees that were adopted into their population.

41. Are there any civilian Airports or Airfields on Rifts Earth besides (Atlantis)?

Answer: There are, they generally as small dirt strips though. Many post rifts aircraft are VTOL capable so do not require much space, or prepared facilities.

42. I was wondering about something I read in your newest book Free Quebec. In your opening Erin Tarn journal she talks about her travels. In that she mentions the "Juicer Uprisings." Later it says that this is from here journal in the spring of 104 PA. Am I wrong, or didn't the "Juicer Uprisings happen in the Spring or summer of 105 PA.

Answer: Mistakes can and do happen unfortunately, just ignore the references to the Juicer Uprisings in the letter, or shift the date of the writing to spring 105 (Mar-May) 4-5 months before Proseks Declaration of War.

43. What year is Century Station based in?

Answer: It is meant to be a contemporary setting, or near future.

44. In Federation of Magic it states that Alistair Dunscon

possesses all spell knowledge from level 1 -15 (as well as Necromancy spells). I'm curious to know how much Dunscon knows in the way of Rituals...should he know all the Ritual versions of his spells?

Answer: Exactly which versions he knows is ultimately up to the G.M. but with a lot of spells he would probably know both versions, and probably in different formats.

45. In Siege on Tolkeen 2 it states that the head of an adult dragon will get a bounty of 10,000 credits but a (staked I presume) vampire will get you 100,000 credits. Is this correct? It just seems that either this is a misprint of the Coalition really wants to find out more about vampires.

Answer: Vampires are seen as a greater threat, and one that can spread through human population centers.

46. How is Prosek alive? It would only require a relatively low level shifter to kill him. (teleport, shoot him in the head with a Wilk's laser pistol and teleport out.) Our GM has decided that they must grow Proseks at Lone Star or something.

Answer: To teleport in, you have to know exactly where to go, in public he does have body armor, and any magical activity would alert his body guards.

47. How come Emperor Prosek's wife is called "The Lady Prosek" since she is the Emperor's wife and not concubine, wouldn't that make her Empress? Answer: She probably prefers that title over Empress. Besides the Heir apparent is not called Prince Prosek. While Emperor Prosek is the Emperor, he has not taken royal trappings and titles for the political system.

48. On page 22 of Free Quebec you state that there are 144 Skelebots stationed at the Quebec Navy Base on Anticosti Island, and on page 33 it states that the Free Quebec Army has no skelebots out of a paranoid fear that the CS Army can take control of them. Which is right? (If the 144 at Anticosti Island is correct please explain.)

Answer: The skelebots were there when the facility was being run by the CS Navy, when the Quebec forces took over they mothballed the skelebots.

49. Does the dreamstream only apply to humans, or are their certain d-bees or supernatural creatures that share and/or can have their dreampools entered into or manipulated by either of the available 'dream' rccs?

Answer: It is up to the individual GM to decide which creatures have their own dream pool and to the extent of their permeability. It is reasonable though to allow dream pools for most beings that think, automations and constructs do not have a dream pool.

50. In PFRPG why aren't there any Dragon Rider OCCs? I think it would be a great idea.

Answer: Because the dragons are intelligence spell casting creatures of magic who see being just a mount akin to being a



slave under the direction of mere mortals. To most dragons the best place someone can ride them is in their stomach.

51. What is an Auto-G, it is mentioned on page 51 of the Main Rifts book, but I can find no reference to them in any of the other books. am I missing something?

Answer: The Auto-G finally appears in the Siege on Tolkeen series (Book 3 - Sorcerers Revenge). The Auto-G is a master shape changer capable of changing at the genetic level.

52. Does Death of the Four Horsemen of the Apocalypse really regenerate 1d4 * 1000 M.D.C. per minute like says in the third printing of Africa? If so wouldn't Death have the best regenerative abilities and not War.

Answer: The regeneration rate is correct as listed. Death is the leader of the four and the most powerful.

53. In Coalition War Campaign, it mentions several medals of honor. Besides a formal reprimand, what forms of citations can a superior officer penalize a soldier with? I ask because one of the PC's in my games is truly despised by his CO! :)

Answer: Loss of pay, privileges, rank, punishment details (Latrine duty etc).

54. How are Changelings regarded on Rifts Earth? Are they hated and feared (even by non-humans) like in Palladium Fantasy, or are they considered normal D-bees? Would a changeling hide his true nature even from other D-bees?

Answer: It all depends on the individual location, but shapechangers are generally feared. They would have a hard time fitting in even in a place like New Lazo with no chance at all in the Coalition States.

55. If you are attempting to trade/barter goods with the Black Market, does it occur at a credit-for-credit rate, or does it use the diminished values found on pp. 208-209 of the Rifts RPG?

Answer: It is up to the individual operator how he scales his prices based on need etc. A skilled operator would trade you his product at full price while taking yours at the reduced rate meaning that you are effectively paying more for the item you are after.

56. Does the Coalition have Xenobiologists? What O.C.C should I use for such a character (it's an NPC).

Answer: They do have scientific researchers. There are the RSCG Military Scientist (can be found in Coalition war Campaign), as well as Scholars and Scientists (from the main book dropping the Rogue in the title).

57. In one of the "Rifters," it said that a vamp-intelligence had once invaded the FRPG world and was banished into a rune sword. Are there any vamp intelligences in the FRPG world right now, or are all the vampires running around on their own?

Answer: Well there is one, The God of the Undead. He is keeping a tight reign on the Fantasy world, and likes to kill vampires belonging to other intelligences (the other gods tolerate him).

58. In the RDF Accelerated Training Program, it alludes to an "RDF Code Of Honor." What is the RDF code of honor?

Answer: The Code of honor is probably similar to the code of honor used by many of the armed forces around the world (Saluting a senior officer when wearing a hat, discipline and behavior (being polite, no disrespect, no fighting etc).

59. Are the Tundra Rangers part of the Coalition (as the cover suggests with death heads on top of maple leaves), Or are

they there own separate entity?

Answer: They are a separate entity, a lot of their technology is pre-rift Canadian and American, and as such bears a relationship with the technology employed by the CS.

60. How do any normal, SDC animals survive on rifts earth with so many supernatural, MDC, predators around? Why don't the supernatural predators ruin the ecologies?

Answer: Well some creatures ruin the ecology (Xiticix), while in other areas there are relatively few supernatural creatures, and less humans restoring some balance. Not only do you have MDC predators preying on the native inhabitants (plants and animals), a new balance has been achieved, with predators preying on those predators.

61. I'm extremely curious about any information that has been released about the Dragonwright. I have the Yin-Sloth Jungles book, but haven't seen anything else out there on the Dragonwright. I've checked what net sources are out there, but nothing seems to really deal with on the Dragonwright. Any locations or information you can provide will be greatly appreciated.

Answer: Pages 221-228 of Dragons & Gods (cat. #451) has the most comprehensive description to date of the cult of Dragonwright.

62. In the Robotech RPG pilots of different ranks fly different versions of Veritechs. How do you move up in rank? please include a list of RDF ranks.

Answer: Skill, courage and leadership in the field will result in increases of rank. Most characters will become corporals and sergeants with relative ease. However, it is unlikely to attain a rank beyond Sergeant Major. The RDF ranks (from highest to lowest) are as follows: General, Lieutenant General, Major General, Brigadier General, Colonel, Lieutenant Colonel, Major, Captain, 1st Lieutenant, 2nd Lieutenant, Sergeant Major, Master Sergeant, Sergeant 1st Class, Staff Sergeant, Sergeant, Corporal, Private 1st Class, Private.

63. I would like some more information on the dragon Styphon and his "son" Styphathol. I read a brief note that Styphon lives, but am interested in some more information about him.

Answer: The most complete description of Styphon is on pages 226-228 of the Palladium Book of Dragons & Gods (cat. #451).

64. What are the names of all the True Atlantean clans?

Answer: There are many True Atlantean Clans out there, several of the clans have been mentioned in the books though. For other clans just make the names up as most likely a full list will never be made.

65. I can not recall reading anywhere the state of religion on Rift Earth, so a couple question about the "old" religions on Rifts earth's. A) Are any of the "old" religions (catholic, jewish, mormon, etc) still taught or preach? Depending on answer "A"

B) how does:

- 1) CS
- 2) NGR
- 3) Free Quebec
- 4) Russia
- 5) South America

look at 20th century religion (catholic, jewish, mormon, etc)?

C) What, if any, are the punishment for teaching the "gospel" of what where/are obviously supernatural D-BEES?

D) Are certain "old" religions more common than another?

E) Are the churches and temples out in the open, or are they

hidden?

F) Would the "grounds" of these establishments be considered "hallowed", and thus safe from certain supernatural creatures like ghouls, vampires, etc?

Answer:

A) Some of the pre Rifts religions are still active in Rifts Earth.
B) Russian Orthodox Christianity is big in Russia, Catholicism is big in much of South America, Protestantism is popular in the NGR and (to a lesser degree) in Free Quebec. Only the CS has practiced a doctrine of suppressing religion.

C,E) Depends upon the specific situation (to both questions).

D) Christianity is still big in the West, Buddhism and Shintoism in Japan.

F) They are considered hallowed ground and a safe haven from some supernatural creatures.

66. Erin Tarn and Plato seem very close from the letters she sends him. Is there anything other than a good friendship between them? Maybe some adoptive family ties or romantic hints?

Answer: As far as we know, they are just very good friends. When asked about any past romantic involvement, Erin just smiles and walks off while Plato will insist (politely at first) that they change the subject.

67. Before all the rifts broke out on earth, and I mean right before, was the united states still running (operating/existing)? And what ever happened to the USA?

Answer: Right before the Coming of the Rifts, the American Empire was one of the most powerful nations on Earth. As to what became of them after the Time of the Rifts, that will appear in Chaos Earth.

68. Is Karl Prosek's wife dead? Coalition War Campaign says that she was killed by the Federation of Magic, Lone Star says she is alive and taking life-expanding drugs.

Answer: She was presumed killed during a terrorist attack by the Federation of magic. It was later found out that she was kidnapped, and was rescued and returned by Lord Coake.

69. Are the stories of Karl's half-brother true?

Answer: It is up to you, there is no confirmation in any of the books, but you never know.

70. Hey I was wanting to ask you guys a question, recently me and my friends were playing rifts and in our campaign we were part of some kind of large spell that warped us into the palladium fantasy setting and in the past. In Rifts earth we have the language called English or American, well in palladium its called common, I was wondering since my character speaks American can he talk and understand someone using common from palladium because the game master is saying that I cant and its hurting me not being able to speak to anyone.

Answer: There is no "common" tongue in Palladium Fantasy, each region has its own language, plus the various races may have their own languages. The closest lingua franca would be Dragonese/Elven. Other tongues that may be understood include Gobbly (Goblin), Demongolian (by some monsters). Human languages from Earth are not understood by the inhabitants of the Palladium World, but mages and the nobility may have access to the tongues spell as a magical translator, and some experienced dimensional travelers may know some alien languages including Greek/Atlantean, English, Latin etc.

71. Which books (if any) contain information on the Old Ones, demonkind, and the nether realms?

Answer: Apart from the Fantasy main book these are the other ones. Dragons and Gods, Old Ones, Library of Bletherad.

72. I just want to know if the Knight and Palladin Orders mentioned in Eastern Territory will be given a full description in an upcoming Rifter or PFRPG supplement. I was racking my brain trying to understand anything about the different orders mentioned while I was reading the book, and was extremely disheartened to find only the minor description of the Palladins who serve Rurga.

Answer: See the Rifter #15 for details.

Combat Rules Questions

1. I have a question regarding strike, parry, and dodge bonuses. When Striking, dodging or parrying a modern weapon, does the character receive their P.P. bonuses. For example if a character has the Skill W.P. Energy Rifle do they receive their P.P. bonus on top of the +3 to an aimed shot and the +1 to a burst?

Answer: P.P. Bonuses and Hand to hand combat bonuses do not apply to modern weapons.

2. I believe that you should have some rule about called shots for Palladium Fantasy.

Answer: The Called Shot rules for Rifts (Rifts RPG, pg. 40-41) may be adapted for the Palladium RPG system. If you do not have Rifts, to do a called shot you need to state what you are doing before rolling to strike, then the GM may apply a penalty to the strike roll based on difficulty of the called shot. Also you must then roll 12 or better to hit the called target, rolling below 12 will result in striking the main body.

3. ROF standard denotes no possibility of bursts or sprays, right?

Answer: Rate of Fire: Standard means that the weapon is capable of firing single shots (aimed or wild), and is capable of firing bursts only if the weapon description states it can fire bursts. For example a Wilk's 457 Pulse rifle is capable of firing a single shot or a pulse burst (3 shot burst).

4. What is a melee attack? How much time approx. is one? Could a Ninja Juicer (or just a Mystic Ninja) draw his sword and strike in one attack?

Answer: A melee attack is an action during a melee round. Melee rounds are 15 seconds long; during that time, characters can perform 4 or 5 actions. Drawing a sword is one action and striking is a second action.

5. Would a WP skill be needed to get a bonus using TW weapons?

Answer: Yes, the appropriate W.P. will give a bonus to TW Weapons.

6. The N&SS conversion rules for Heroes seems to be much different in regards to the suggestions given in Heroes 2. What would a good guideline be for allowing Heroes characters to have N&SS martial arts? Should I continue to use the rules found in the back of N&SS?

Answer: You, should use the rules as found in Heroes Unlimited 2nd for any conversions from Ninjas & Superspies.

7. Do all PC really start with 2 actions per melee round plus any gained from Hand to Hand and O.C.C. bonuses? Also does this apply to just a few of Palladium games or all of them?

Answer: Yes, the 2 actions per melee round applies to all PC and its for all the games. This rule has not always been applied to NPC.

8. Are there any rules on vehicle vs. character combat? (i.e. a character with sonic flight vs. a Tarlok fighter?)

Answer: Vehicle to Pedestrian combat is mentioned in Heroes Unlimited and Ninjas and Superspies in the vehicle combat section. For characters capable of aerial combat, Combat maneuvers similar to the aircraft maneuvers may be possible, and if you wish a skill percentage may be assigned to characters with natural flight for maneuvering (P.P. x 4 is reasonable to determine the base percentage). alternatively, if you have access to Turtles Guide to the Universe, you could replace the aerial combat rules in Heroes Unlimited etc, with the Rules found there, incorporating TMF.

9. I am a bit confused on this autododge issue. Bonuses for normal dodge are for dodging during your HtoH combat. If you run out of attacks, you may still dodge or parry with autododge/parry and the bonuses of autododge only apply to when your melee actions/attacks are used up. Correct? What about the Kittani serpent power armor, how does that work with having normal dodge and auto dodge bonuses?

Answer: You can use the auto dodge whenever you want in place of a parry without spending any additional attacks/actions to do so. Bonuses from Auto-Dodge come from the P.P. dodge bonus (if any), and any bonuses to auto dodge. This generally means your auto-dodge bonuses are less than normal dodge bonuses, so you may elect to auto dodge and use a smaller bonus, or do a normal dodge with higher bonuses (but using a attack/action). For the serpent Power Armour, the only bonuses to the automatic dodge, are from the armour/training, and P.P. bonuses (other normal dodge bonuses do not apply).

10. Ok, I want to do a large scale war, such as two merc companies going at it. I also want to be able to draw or map out the tactics of everyone. How would you suggest I go about that, I thought about using miniatures and I feel that is about the best way. But I also want to know what your suggestion would be about this and how I would go about the kills for the NPCs whether it be a 1 for 1 situation or actually roll the dice for each NPC?

Answer: Either miniatures or just wage an abstracted combat where a single roll determines a general trend of battle. Rolling for each NPC could prove cumbersome so you may wish to combine things a bit.

11. Rules for burst says that short ones takes 20% of the E-clips and does damage x2. Pump pistol (Triax TX-5) has a payload of 5 and allows burst (rate of fire std). So if I opt to have a short burst it would take 1 bullet and do double damage. Answer: Pump weapons due to their design cannot fire bursts. The rules for shot guns apply, and since it is pump action this would be single shot only. A note for Bursts: A burst will use a minimum of 2 rounds.

12. Can a person or any being in Rifts dodge an attack from an energy/rail/projectile weapon?

Answer: Its -10 to Dodge at ranges under 400 feet and -8 to Dodge when over 500 feet. If the PC spends the entire round dodging forfeiting all dodges then it's a -6 to Dodge.

13. How many times can a character parry? Can John parry(automatic) an attack from bill and mike and still have his attack to use?

Answer: A character can parry equal to their number of attacks (actions) per melee round. If they have automatic parry then can also still attack.

14. Does rolling with a punch take an attack from the defending character? And if so, does it take his very next attack, leaving him on the defensive for his attacker's next strike? Or does the lost attack/action come off the defender's total number of attacks, letting him counter strike?

Answer: It does count as a action. (you could say recovering from the blow/impact) and does take the next attack.

15. When it states that "the victim loses initiative and one attack", does this mean that he loses his very next attack? Or just one from his total? And what about when it says the victim loses an attack, but it says nothing about initiative?

Answer: "The victim loses initiative and one attack", means that the very next attack is lost, and the characters future actions in this melee round will occur last. If they lose a attack, but do not lose initiative, they lose their next scheduled action, but if they still have attacks/actions left they will occur in their normal position.

16. Does a P.P. bonus add to the strike when using a bow or crossbow? I never thought that it did, but in the new PFRPG, there is one paragraph about modern weapon proficiencies, where it says that you do. Could you clear this up for me?

Answer: The P.P. strike bonus is not applied when using a bow or crossbow.

17. When an MDC character is stabbed or pierced with an MDC weapon do they bleed and if so should you apply blood loss penalties?

Answer: A MDC character in your example would bleed and blood loss penalties should be applied. Those creatures with Bio-regenerative powers, or healing factor will soon have their wounds close up, stopping any further damage from Blood Loss.

18. I am having a problem in that someone is saying since w.p. paired weapons was not in the Rifts book it is not a valid skill.

Answer: W.P. Paired Weapons ultimately appeared in Rifts: Warlords of Russia so it is now officially a skill for the Rifts system.

19. Does the dodge roll needs to be higher or just equal to the attack roll to be effective?

Answer: Ties favor defenders.

20. Does the bonuses to strike from PA combat training apply to missile weapons (eg, the SAMAS rail gun) or just for melee?

Answer: Just for melee attacks.



21. What do you suggest doing when one character has much more attacks than all other? Does he just keep shooting, with nobody else able to dodge, run away or anything else? Answer: Yes, the PC still has actions and can use them to attack. If the NPC or PC have autododge and autoparry they still can be used.

22. If you are wearing MDC Armor and get punched by a MDC punch do you take any sdc damage. The reason that I ask this is because one of my gamers got kicked by a demon, flew a good 50ft and fell a good 100ft off a small cliff. His armor took the MDC of the kick but what about the rest?!

Answer: Yes, damage would be inflicted. Figure that if a M-60 tank (a MDC vehicle) drove off a cliff, its driver would still suffer from the impact (which is SDC based). The rules for this are on page 12 of the Rifts Main Book under "Physical Damage While Inside a M.D.C. Structure."

23. When a character changes occ's their old skills no longer advance right? Well what about Hand to Hand skills if their new occ gives them H to H or if they spend the skills to get it. Does it advance when they do in level or only when they advance past their old level from the first occ?

Answer: It goes up as they advance in there new character class and does not have to wait till they pass the level of their old character class.

24. If a mage has 3 levels in one occ and 4 levels in another what is their level when it comes to spell strength and for spells that base damage on level?

Answer: If a certain spell is only applicable to one of the OCC's, then use that as your base level. If it is applicable to both OCCs, use the higher level.

25. Do characters with supernatural PS add their bonus to MD weapon attacks (vibro knives)? I want to know whether the PS damage bonus is added to all of the MD weapon attacks regardless or only those specifically stated?

Answer: The P.S. damage bonus only applies if there is a physical component like a vibro-blade, rune weapon or TW weapon for example. For energy, magic or psionic weapons like Flaming Swords and Psi-Swords there is no P.S. damage bonus.

26. What if a character with supernatural PS learns a martial art which offers unique moves with a set damage. Two examples: a) Hth Commando- The automatic throw/flip- d6 SDC damage- What would a supernatural character inflict? b) Karate/Ninjitsu/etc- Take some of the special kicks (i.e. round-house, hook kick/etc)- These all have preset damage but I am uncertain what a supernatural character (i.e Japanese godling) would inflict.

Answer: Unless they are specifically geared toward MDC, the damage would be unchanged.

27. Does PP give any additional pluses to initiative for the player character?

Answer: There is a accumulative +1 at a P.P. of 33, 36, 39, 42, 45, 48 but stops at 48 with a bonus of +6.

28. Missiles and mini-missiles all have a blast radius, and they all hit the main body. If the main body takes a sixty point hit do the other locations (like the head) take the thirty points from the blast area? And what about blow through? A 'boom gun' does 3D6x10 damage, to a suit of dead-boy armour this gives 10 to 130 points of wasted damage.

Answer: For missile combat, we have deliberately kept it simple so the answer is no only the main body takes damage. There is likewise no rules for blow through. If the GM wants to make it

more realistic (and more complicated) for his individual campaign, he is free to modify the rules.

29. What is the maximum number of hand to hand actions a character can have?

Answer: There is no maximum (other than what the GM will allow).

30. Does the boxing skill add an attack at all times or just during melee that doesn't involve missile weapons?

Answer: Only during melee weapons combat it does not apply to any form of ranged combat.

31. I have question about damage from hand to hand attacks. I'm a GM and would just like to know about the supernatural strength in Nightbane. One of my players has a PS of 39 equaling a +24 S.D.C. Is this what is added to damage from say a sword strike?

Answer: You, would add the +24 SDC damage, as well as the punch damage from supernatural P.S.(in this case 6D6 SDC). So if using a sword that inflicts 2D6 SDC damage, a total of 8D6+24 SDC damage is inflicted in Nightbane.

32. I have a question about attributes over the table in the Rifts book. Are there any bonuses gained from stats over 30?

Answer: Yes, they can be found in the Rifts GM Guide on page 24.

33. If a character is riding a mount that gets attacks of its own (like a Simvan on an Ostrosaur), does the PC have to expend a melee action/attack, in the form of a successful horsemanship skill roll, to goad the beast into doing so, or will it do so completely independent of the rider, other conditions (range and accessibility of targets, etc.) permitting? Would a horsemanship skill roll be necessary to keep from falling off the mount as it reared to attack?

Answer: The rider would NOT have to expend his own actions -the mount would get to attack independently. However, unless he is very well trained with that specific steed, a rider will have to roll vs. horsemanship to keep from falling off.

34. If some one tries to strike you and makes it past your AR but you dodge doe's it still strike?

Answer: A successful dodge totally evades the strike regardless of the attack roll.

35. With something with an AR of 5 would it work like this 1-4 miss, a 5 would hit the AR and 6+ would hit bypassing the AR?

Answer: Yes, that is correct.

36. In combat if two characters are fighting and running towards a destination, and both characters had the same speed but different number of attacks, by the system the person with the lower number of attacks would reach the destination first. Is there an optional rule in the system somewhere that would handle this situation with more realism?

Answer: Though the characters may move different amounts per attack, baring any distractions both characters will move the same distance over the same amount of time. (combat actions are abstract as to when they occur in combat). However, if moving and acting at the same time, a character with more attacks will be able to cover a greater distance than a character with less attacks, if doing similar actions.

37. I cannot find a mecha combat for the spider skull walker, shouldn't there be one?

Answer: The Spider Skull Walker uses the General Robot Com-

bat Basic and Elite.

38. Does a power punch always take up two attacks? (Sometimes it doesn't say that)

Answer: Yes, unless its specifically stated as doing less or more.

39. When it says hand to hand basic is (rifts is what I play by the way) that a catch all? So even farmers have basic?

Answer: Basic hand to hand training, is just that, basic training in combat. Not everyone would have combat training. Wilderness folk would probably have hand to hand basic, but many people would have no hand to hand training at all.

40. In your latest book from Heroes you stated a W.P. for railguns and heavy lasers-were are they mentioned and do you know anything about the heavy lasers?

Answer: They are not described in the HU2 main book, but certain hero categories (aliens, bionics, and robots) can have these high tech energy weapon systems. These systems are described in those categories. the Supplements Aliens Unlimited and Villains Unlimited have more of these categories of weapons.

41. If I have Robot Combat:Elite what skill do I get automatically? Is it Robot Combat:Basic and/or Pilot: Robots and Power Armor?

Answer: You receive Robot Combat Basic

42. Do I have to choose Robot Combat: Elite for every Robot or Power Armor I want to pilot? One for SAMAS and another one for Flying Titan. Or just for the type of Vehicle? One for Power Armors and another one for Robots?

Answer: You select Robot Combat Elite for each and every type of Robot you want elite training in so you would have 2 picks for the SAMAS and Flying titan, all other robot and power armour would receive Robot Combat Basic

43. A Person with Pilot: Robots and Power Armor, pilots the Spider Skull Walker and his comrade with the Weapon System skill, controls the weapons? Do they have full effectiveness? Or must they posses the skill Robot Combat in order to engage in combat?

Answer: They do not need Robot Combat to pilot a robot into battle, if they do not have it, they pilot it a minimum effectiveness in combat. Only hand to hand training bonuses apply.

44. A Rifts question: Does the paired weapons bonus/skill a character receives at 7th level for hand-to-hand expert/martial arts work for range weapons like pistols and rifles?

Answer: It only works for hand to hand weapons.

45. What is the limit to the number of martial arts forms you can get In ninjas and superspies? Can you just train to get different ones?

Answer: In Revised Ninjas and Superspies most O.C.C.'s can only select One form while others can select two initially. Learning additional martial arts is possible, but you would have to spend several years (the time to learn) in training in the new martial art form, just to achieve level 1 proficiency, and is not recommended for beginning characters. It is like learning new skills as outlined in Heroes Unlimited.

46. The Cockroach in Austrailia, technically, could have a PS of Supernatural 270. I was wondering what kind of damage this does.

Answer: The latest Supernatural PS damage tables go up to 70 in Mystic Russia. For every 10 points of P.S. beyond 70 add 10 M.D. to the damage inflicted per standard punch.

47. I had a game where I had a character get ko'd in the water. I was wonder if there is some kind of Drowning Damage Table or/if not what should I have the character roll for damage.

Answer: There is no table as such for drowning. If a character is unconscious, they will suffer immediate effects from drowning, including the lungs filling with water. Unless immediate life saving treatment (first Aid) is provided, the character will slip into a coma (First Aid should be used). Prolonged exposure underwater will result in more serious medical treatment being required to revive the character.

48. How does the one-finger attack of the snake style kung fu work, exactly? Is it 3d6 directly to hit points or is there a variety of effects you can choose from?

Answer: The one finger-tip attack is used to deliver chi strikes, using the various forms of Chi Mastery abilities including One Finger Chi, of direct Chi Attacks.

49. I wanted to know if a cosmo knight can damage a vampire through a punch, cosmic blast, or, cosmic weapon?

Answer: There weapons and natural damage is considered supernatural, so they can inflict damage to vampires.

50. On page 85 of Ninjas and Superspies level 6 of the Aikido level advancement table, it says "Body Flip does 2d6 extra damage from now on" Does this mean that the throw does 2d6 damage or 2d6 in addition to the original damage of 1d6 (making the new damage 3d6 on every body flip)?

Answer: Correct it does 3D6 damage.

51. Okay here's the situation a Spartan decides to fire 1 volley of 11 missiles per arm. for a total of 22 missiles. this would take up 2 attacks and 2 "to strike" rolls would be made for shooting wild. but the 22 missiles would be fired simultaneously am I right on all this or is it all illegal?

Answer: Volleys do not have to be fired wild... you cannot do a dual strike using 2 11 missile volleys. instead it would be 2 attacks, firing a volley each attack

52. Do you know how much ppe it takes for a chi MD death blow in the Japan book.

Answer: The Chi Death Blow costs the same as the Palladins Demon Death Blow from Palladium Fantasy. The Palladin's Demon Death Blow uses up 3D6 P.P.E. (roll 3D6 and subtract from the Palladin's P.P.E. reserve).

53. I was wandering if someone has a supernatural strength of 54 is the damage bonus sdc or mdc since a restrained punch still does mdc damage

Answer: The damage bonus remains SDC.

54. Can you please give me a summary of some "standard" forms of damage: fire (normal fires), falling (damage per yard?), asphyxiation/drowning.

Answer: Damage from falling is 1D6 per 10 foot fallen. Damage from fire varies from 1 single point to 1D6 to torches to 5-6D6 for entering a house fire depending on the size, and intensity of the fire. There is no damage from asphyxiation/drowning, it has other effects that can put the character into a coma or result in death.

55. In coalition war campaign, under the Hand to Hand: Commando skill there is a blooper. At third level you receive +1 to automatic body flip, suggesting that you have the automatic body flip ability, but at level 14 you receive automatic body flip/throw. What's going on here? Which is right?

Answer: It should read +1 Body Flip/Throw not +1 to automatic body flip. at level 14.

56. In the Robotech RPG, does the pilot add his hand to hand skill bonuses to the Veritech when it is in Guardian or Jet modes? I would think not for Jet mode, but I am not sure. Also, does the pilot get to add in his P.P. bonuses (for strike, parry, and dodge) when flying a Veritech in Jet mode? Does the P.P. bonus add when piloting other vehicles?

Answer: It applies in all modes, but is only for hand to hand combat including dodges.

57. Suppose two chi masters were locked in battle, one using positive chi skills(Akido), and the other using negative chi skills(Snake Style). The negative master unleashes a chi attack that the positive master fails to defend well enough against, causing the Akido master to become infected with 20 points of negative chi. Will the good-aligned, positive chi master be able to *access* and *use* the 20 negative points of chi to power neutral chi skills, like hardened chi, or does the negative chi infection nullify all of their powers(because they were not trained to use negative chi)?

Answer: Yes they can use negative Chi to power Neutral Chi Skills.

58. Are there any official rules regarding damage caused from using a garrote? (a weapon used to strangle) If not, what would be a reasonable suggestion.

Answer: There are some unofficial suggestions in Rifter #1 under the New Roman Republic.

59. What are the penalty for characters using 2 Energy Pistols for example the ambidextrous Quick Flex Aliens.

Answer: There are no penalties as such. A weapon may be fired/used in each hand, but they are not able to do simultaneous firing of both weapons at once (unless a gunfighter or other Western OCC).

60. Is it possible to knock someone/something with the boxing skill while wielding a weapon, say a short sword, or is it something that can only be done with fists.

Answer: The knockout stun attacks from boxing are considered to be from hand strikes. Of course punching can still be done while holding a sword (knuckle- duster/brass knuckles), and if not being descriptive in combat you might rule that instead of hitting with the sword you punched them.

61. When a character who has a millennium tree weapon or other such item that would inflict Mega-Damage upon a vampire who has hit points, would it still inflict the Mega-Damage or would it inflict hit point damage?

Answer: It is converted to Hit Points damage to Vampires.

62. I have your new rifter #7. In there is a new skill called anticipation. And the way the description of it goes, it sounds like no matter what as long as you get a 4 or higher you hit and they don't. So could you please clear this up and tell me exactly how it works and give me at least 2 examples of it.

Answer: That is how it works, normally with a simultaneous attack, there is no chance to evade the blows being dealt. This skill allows you to strike first in a simultaneous attack and stops them from attacking back, its negative is the loss of power and the minimal damage (no P.S. bonus) inflicted.

63. If Normal strength and Supernatural strength have damage tables, then why not extraordinary and Superhuman strength?

Answer: There are notes for extraordinary and superhuman strength in the Rifts GM Guide on page 24 under the "Augmented" Humans (Juicers & Crazies), Mutants, Cyborgs & Exoskeletons" section.

64. My friends and I recently had an argument about paired weapons in the fantasy RPG. My friend says that if I take W.P. Sword, W.P. Chain and W.P. Paired then I must choose either sword or chain to go with paired. He says I cannot use both chain weapons and swords paired but I can use either just sword or just chain. So what I am trying to say is that would W.P. Paired become W.P. Paired Sword or whatever W.P. I wanted to combine with paired.

Answer: You can combine different weapons with W.P. Paired, i.e. Sword and Shield, Mace and Sword etc.

65. If you have a Cosmo knight with four arms that has a cosmic blast doing 1d6X10. Can he fire the blast with all arms causing 4D6X10 damage or are they all separate attacks.

Answer: They would be separate attacks.

66. If a Cyberknight from rifts was dropped in the world of ninjas in superspies, would he be able to learn martial arts?

Answer: It is up to the individual GM, and remember, they do take time to learn and the character would be out of action for that period of time learning.

67. Would Dim Mak affect creatures of pure negative chi? (I am inclined to think so as Dim Mak is not a negative chi attack, but rather an attack on a creature's ability to regenerate chi (either positive or negative)

Answer: Yes, they would be affected by Dim Mak, however they must be in solid form to be effected. Note many of the upper echelons demons, and the yama kings would know possible cures for Dim Mak, or might be immune to it.

68. Are there any types of creatures that are immune to Atemi abilities?

Answer: Many creatures will not be affected by atemi abilities unless they have been studied extensively, and the martial artist knows their weak points (conventional training generally applies to humans, and must humanoids).

69. Is there any rules for combat between moving vehicles(especially aircraft)? Would a pilot have to use attacks to turn the plane around, if so how many?

Answer: Vehicular combat can be found in Ninjas and Superspies or Heroes Unlimited.

70. Can a wolven or ogre size character use single handed human size weapons in the Palladium Fantasy RPG?

Answer: Yes they can, thought it might be a bit awkward to use depending on the weapon.

71. Would any of the WPs apply to a sack full of door-knobs blunt, flail?

Answer: Normally blunt, but if plenty of slack is provided then W.P. Chain would apply.

72. When you fire a volley of missiles do you roll to hit for each missile or do you roll once and multiply the damage by the amount of missiles fired in that volley?

Answer: You roll once to hit for the entire volley. For damage you may roll for one missile and multiply by the number of missiles in the volley, or roll each damage separately.

73. In Ninjas & Superspies it says that Ninjitsu counts as both your primary & secondary martial arts forms. If that is true, then how could you take the martial arts it lists as getting reduced time to master if your primary martial art is Ninjitsu?

Answer: The earlier printing of Ninjas and Superspies allowed a dedicated martial artist to have 3 forms. Also it is possible to learn additional forms later on in life.

74. How does the Rahu-Man do MD punches without Supernatural Strength?
Answer: Size, and Bulk.

75. If a PC has +5 to strike, for example, and he is trying to hit a small and difficult target (lets say at -3), then is is modified bonus to strike +2, or do i eliminate the bonus entirely, and then take away the minus, making him have a total of -3?
Answer: Unless otherwise stated, take the penalty away from the bonus. In the above case it would be a +2 bonus to hit.

76. If you have a titan Juicer an S.D.C. being, with over 1,000 S.D.C. and he is shot in the head with a sniper rifle doing 1D4X10, and a 40 is rolled AND a 20 to strike is also rolled for a damage rating of 80 S.D.C. would he (The Juicer) die?
Answer: If going by the numbers, he will not die. Using the rules form the compendium of contemporary weapons, a Juicer would have 240 SDC for the head and the bullet will do

x1 for a graze
x2 for a head shot
x4 for a brain shot (Direct to Hit Points)

A Critical strike would double this damage So a standard head shot doing 40 points damage, and on a critical strike will deal 160 SDC damage to the Juicer. Not enough to kill, but seriously wound. Blood Loss will still be high, and if unattended the Juicer will die soon (6 per minute from the high calibre bullet direct to hit points) if not treated.

77. Initiative and Attacks: If a character with 4 attacks wins initiative, does he/she take all of those attacks before the next character has an opportunity to act? Or do characters & NPCs take it in turns to have one action after another until everyone has run-out of attacks?

Answer: They take it in turns until they run out of attacks I.E. 4 people are fighting A, B, C, D. A C and D have 4 attacks each, while B has 5 attacks per melee. They go in the following order A, B, C, D (based on their initiative role so the attacks (presuming no dodges occur will go like this).

Action 1: A, B, C, D

Action 2: A, B, C, D

Action 3: A, B, C, D

Action 4: A, B, C, D

Action 5: B

78. How is it that AR works, I've read it a couple of times but I still can't figure it out.

Answer: There are two types of A.R. Natural A.R. and Artificial A.R. With Natural A.R. any roll above the A.R. hits, and any Roll below the A.R. misses or bounces off doing no damage. With Artificial A.R. any roll above the A.R. penetrates doing full damage to the person/subject wearing the armour, any strike

roll that hits but is equal to the A.R. or less will do damage to the armour. Please note, natural AR may be found on many animals, and is common to vehicles, and Robots (HU setting). Artificial A.R. is common to body armour.

79. My question is one pertaining to your Palladium Fantasy Role Playing Game and specifically to the magic combat section. It states that two spells of levels 1-8 can be cast per melee round (15 seconds). My question is can the character casting the spell able to only cast one spell and then take some other action such as melee attack, move around or some other basic melee action or does that character allowed only those two spell as his action. How does it compare in time ratio with that characters hand to hand? Does one spell equal one attack or is it different.

Answer: Yes, you can combine spell casting with normal actions. Since low levels spells can be

cast two per melee, each spell cast will take 1/2 the characters attacks. I.e. a Wizard has 4 attacks/actions per melee round, with that they can do the following 2 Spells per Melee Round 4 Actions per Melee Round 1 Spell and 2 Actions per Melee Round. (presuming the spells are low level).

80. I need verification on rules for shooting from a moving vehicle. The new books say that with a WP, shooting from a vehicle is only a Wild Shot. But in Rifts: Australia they say that with the Roadganger and the Outback Vehilce Combat skill, that the penalties are either reduced or nullified. Could you clarify the rule for this case, and how it pertains to the examples I have given.

Answer: There are no contradictions Normally firing from a vehicle is a wild shot only, and you cannot do aimed, called, or sniper shots at all. With a W.P. the penalty is 0, without the W.P. it is -6. With the Outback Combat Driving skill, you can make aimed shots, and even called shots with a -2 penalty to strike (normally impossible).

81. When flying an air-plane, can the pilot use Evasive Action to dodge a volley of four or more missiles? Roy Fokker does it in the T.V. show.

Answer: No they cannot, however, they may try to use it to either make the missiles lose lock, or to outfly them allowing their fuel to run out, or to allow someone to target them.

82. The question is about supernatural strength in Heroes Unlimited. When you have supernatural strength, it gives you a listing of how much damage your punches do. But.. in the very beginning of the book if gives you the table for extraordinary attributes, +1 dam for each str above 16 I think.. So, when you have a supernatural str of 51, do you get the +35 dam as well as doing 2d4x10 per punch.. or is it only 2d4x10 a hit... just wondering because it has a huge effect on the game.. thanks
Answer: Your P.S. damage bonus is added to the punch dam-



age from supernatural strength.

83. On page 42 of the Rifts RPG, you state that mini-missiles are not guided. Instead you must use normal W.P. bonuses. You also state that a character may add in his strike bonus from a high P.P. attribute. Is there a W.P. Mini-Missile? And also if you get a bonus to strike from P.P. with Mini-Missiles, why wouldn't you get the same bonus to hit with an aimed shot from a gun?

Answer: That is a typo. P.P. bonuses do not apply to mini missiles

84. I was reading HU 2nd Edition and came across something called a PV in the Hardware Weapons Master section. What is it, how does it work and why doesn't the book mention PV anywhere else in the book? What is the PV of the firearms in the book?

Answer: PV is covered in greater depth in the HU GM's Guide. It is also used with a alternate combat rules for modern weapons outlined in the Compendium of Modern Weapons.

85. Can a character tell when they have been a target of a failed psionic attack? For instance, if one character was attacking another character in a different room with bio-manipulation, but the victim made their save vs. psionic attack, would the victim know what just happened, or is it impossible to tell?

Answer: That depends on the nature of the Psionic attack. For example with bio manipulation Blind, no effect may be felt, or vision dimmed for a moment before coming back.

86. I find in my games that characters seem to only have two conditions they are either conscious or dead. Is there a good way to present an unconscious state in the Palladium system?

Answer: When the players hit 0 H.P. they will fall unconscious. They will die when it drops to a negative amount equal to there P.E.. Also they can fall unconscious by failing a Saving Throw vs Pain. The rules on Saving Throw vs Pain can be found in Ninjas & Superspies (page 132) or Rifts Canada (page 26).

87. The 'Chi-Gung - MD Skin' in Rifts Japan (pg 55) shows Bonuses. Are the Bonuses permanent or only when the power is being used?

Answer: The bonuses are permanent, but the AR is only applicable when "powered up".

88. One of the player in my group & myself was having a disagreement about Simultaneous Attacks. My friend thinks that if he is fighting something with more attacks per round than himself he can call Simultaneous and attack the same way he would be able to parry.

Answer: When you do a simultaneous attack, it uses up one of your characters attacks/actions per round, like any normal attack.

89. I have a question about called shot, do you need a natural 12 or better or just 12 after bonuses?

Answer: 12 or better after bonuses.

90. In South America 2 there is an OCC called the Ultra-Crazy. This OCC's Supernatural Strength and Supernatural Endurance are created or originate from magical means (TW). Does this mean he has the capacity to do damage in hand to hand to those creatures that can only be affected by magic? For instance would he be able to do damage to Murderwraiths or Vampires?

Answer: Yes, those with supernatural strength can affect those creatures that can only be harmed by magic/supernatural means

91. In the Rifter Vol. 3 the martial art Yung Huo Jen seems to missing lvl's 1-3 for advancement as well as the skills, martial art powers and possibly some of the moves!

Answer: You can find the correction on our web site under the Oops section.

92. In Rifter #3 I was not able to find Martial Art Techniques or Zanshin Techniques. These Items were mentioned in the Bishoudo Style. Where can I find these Techniques?

Answer: Ninjas & Superspies (pg. 114-124) and Mystic China (pg. 149-163).

93. In Robotech : Return of the Masters, the Mecha Su-Dai OCC has a few ancient weapon skills, do you add the bonus to the pilots strike if he has WP: Sword and is using the mecha size sword?

Answer: Yes, Strike bonuses from the W.P. are added to the pilots strike bonus (including mecha combat bonuses to strike).

94. Hand to Hand Mecha Su-Dai, does this replace the character's out of mecha hand to hand skill?

Answer: It does not the PC just chooses which one to use while in Mecha.

95. If a character were piloting a helicopter or a jet, what would they use for combat? is there a Vehicle Combat skill out there? And what if a VF Pilot or a Veritech Helicopter (I cant remember the name) were piloting the non-veritech form of their mecha? would they use their mecha combat bonus in the vehicle?

Answer: They use their skill in piloting for most maneuvers, strikes etc are made using the weapon system strike bonus, and any applicable bonuses from sensor systems, and weapon/vehicle design.

96. What effect (if any) do lasers have on invisible characters? My thought is none because light passes through invisible objects.

Answer: Yes, the laser still does damage.

97. Are there any types of physical attacks you cant parry? Like a dragons bite?

Answer: Attacks that are extremely large, or consisting of a fluid gas or a vast expanse of solid wall (such as a giant bolder rolling down, the collapsing roof, a avalanche, flash flooding, gas etc cannot be parried. As to other attacks, it really depends on the situation, they type of the attack etc.

98. Under Robot Combat: Basic in the Rifts main book it states "No dodge", does this mean no dodge is possible or is there just no bonuses?

Answer: No dodge is possible, the character is just not skilled enough to perform that Action, like No Body Flip or no Kick.

99. Say a character has a +5 to strike and rolls a 2, 3, or 4. Does the strike fail? I have argued this point with the GM for hours. My contention is that characters should only miss if they roll a 1 naturally because characters have high bonuses for reasons. He says that a 2, 3, or 4, is still a 2, 3, or 4 no matter how high the bonuses. So, who's right?

Answer: Bonuses count towards this. so with a +5 to strike rolling a 2, 3 or 4 will be counted as a 5, 6, or 7. Of course your GM might have a house rule stating that a natural 1-4 will miss.

100. Can an Arcanist use Bullet-proof vests such as Class II, II, or even IV-type armor. Or do the metal plates interfere with spell-casting?

Answer: They can use such armour, however, significantly

covering the body with metals, will impede spell casting. Please consult Palladium Fantasy.

101. Regarding the AR used in SDC realms do you have to roll over the AR value naturally or do modifiers count?
Answer: Modifiers do count when penetrating A.R.

102. What can a spell caster do defensively while casting a spell?
Answer: Hide, Parry (if the spell doesn't require hand movements), Duck, move at normal to fast pace (but cannot run). Anything that causes the caster to lose a attack, or spend a action will effectively disrupt the casting, as can serious injuries.

103. In the Robotech RPG, can a full-size Zentraedi without battle armor be harmed by SDC weapons?
Answer: They can be, since they are still SDC beings, however, it will take a lot of damage to hurt them.

104. Can a mage not in the combat be nearby and absorb PPE released from those dying in the combat.
Answer: If prepared to receive the P.P.E. but they must be very close within reaching distance, 6-10 feet to do so. Any further away means the P.P.E. can dissipate before the character can draw it in.

105. If you stab a S.D.C. car with a vibro blade what happens? (And the car has 250 S.D.C. and the blade does 4 M.D.

Answer: The knife will go through the car like a hot knife through butter. Considering the size of the car, the GM may require several strikes to disable the car though or a called shot. But individual components like doors, wheels, etc can easily be destroyed. It does not though instantly blow up from the touch of a vibro blade.

106. A Titan juicer with the equivalent (in S.D.C.) of 10 M.D. is hit w/say 2pts. M.D. is that character, being an S.D.C. being automatically killed?
Answer: Since they have 1000 SDC, and they get hit by a blast doing 2 M.D. (200 SDC) they will have 800 SDC left. They will be alive, but it will take a while for them to fully heal back.

107. I have a question regarding the Rifts game. When you roll to dodge does a roll of 4 (before dodge bonuses are added in) mean you failed? I know when you attack a roll of 4 fails was wondering if that was for dodging too.
Answer: There is no automatic failure for dodge rolls.

108. If a opponent succeeds his ambush skill roll. Do he automatically get initiative that round?
Answer: If the ambush wasn't detected by a Detect Ambush or similar power, and the others do not know he has set up a ambush, yes he would get initiative, in fact he would have surprise on his side.

109. If a pilot has a PS that provides a damage bonus does the robot or power armor gets that bonus?
Answer: The Pilots P.S. doesn't matter inside a robot or power armour, which have their own P.S. equivalent, unless it is a exo-skeleton which provides a P.S. bonus. And you are correct the damage bonus remains S.D.C. even with Robotic or Supernatural strength.

110. Can you pick the same W.P. twice to double the impact?
Answer: You cannot.

111. What I wish to know is if a character who is

intangible is still affected by electricity (1/2 damage) can they walk though the electrical shield of a zapper, or at least slowed down somewhat?

Answer: They can, but it will be painful for the intangible character. (standard reaction would be to flinch and pull back).

112. If a mecha can fly faster than a missile, can he simply out run it? The SR-71 is about the only jet I've ever heard of that could speed escape missiles, but most robotech mecha are faster than the missiles. So how literal should I take those missile speeds?

Answer: Yes they could be out flown, but it would require several dodges to build up the speed required, also it would leave the character open to other attacks (any combat maneuvers will cause the craft to loose speed allowing the missile to catch up.

113. What about the concept of 'fire linking'? Many mecha, particularly 1st series destroids, have a wide variety of weapons. However its my experience that players will use only the most powerful weapons. So I was wondering what you might think about firing multiple weapons at the same target. That is can Gladiator fire the head laser turret and a grenade from the launcher at the same time. How about if it cost him two attacks per melee. You see Rick hunter fire his GU-11 and his head lasers at the same time. How would that work? Reduced accuracy, costs several attacks at once, your thoughts.

Answer: Weapons cannot be linked unless otherwise stated. Different weapons may be used in different circumstances. i.e. autocannons and grenade launchers for mob suppression etc.

114. Concerning a character, robot, or power armor with a high PS (Doing Mega-Damage), How would you determine damage for a ripping force. (Ex. A Dragon lifts up a CS dead boy in light armor and tries to rip him in two, how would damage be given?)

Answer: I would consider it akin to a power punch, and do double supernatural strength punch damage.

115. If you were to shoot a person who is not wearing any M.D.C. armor with an MD weapon(doeing over his total S.D.C. and HP combined) in a non-fatal area (i.e. a hand) would the person die or just have said part blown off?

Answer: That limb will be severed/damaged beyond repair. See Coalition War Campaign for details.

116. Do Supernatural being like Dragons, Gargoyles, brodkill, have a Resistance to pain, because if they didn't then it would REALLY hurt to get hit with a rail gun burst. (save Vs. Pain?)

Answer: P.E. bonuses add to the saving throw Vs Pain.

117. If a juicer (or anyone with an automatic dodge) insists on using power armor or robot vehicles does s/he lose the automatic dodge (possibly due to lack of sensory input)?
Answer: They do.

118. What is a W.P. meteor hammers, from the weapon katas in the Wu Shu T'Sung martial art style in Ninjas & Superspies?

Answer: It is a specific type of hammer (use W.P. Blunt).

119. If there are multiple effects of an attack that double damage, how exactly does it work? IE: An apok does double damage to supernatural creatures. So, if he hits with a critical, does it do 4 times the damage, or just 3 times?(do you just add one to the number you multiply?) I was just thinking about this and it would be possible, using the 2*2*2 etc, to do like 16 times damage, which is insane.

Answer: It multiplies the base damage, so if say you did a criti-

cal strike using an attack that does double damage the damage would be x3.

120. The quick draw initiative bonus for the WP sharp shooting skill and gunslinger type characters, does that only apply to the 1st melee when the weapon is drawn?

Answer: Every melee of the combat (they are fast with their guns).

121. When a monster description says it takes full damage from either a spell, or weapon, (i.e. zombies with energy based spells) do you still roll for damage, or just apply the max amount?

Answer: You roll normal damage.

122. In PFRPG, if you pick the skill "paired weapons" then when you reach level 7 in H2H that bonus is a waste, why would you pick the skill if you get it latter on?

Answer: Because it can take a while getting to level 7 to receive that skill, when they could learn a limited version at level 1 giving them the bonuses.

123. Nowhere in the book does it state you need a roll to parry; it seems to be automatic. If two opponents, each with 4 attacks per round, engage in melee combat, how can they hit each other?

Answer: The term automatic means it does not use any action/attack to perform, you still need to roll a die adding in the various bonuses and penalties to see if it works or not. This also applies to the other automatic actions like automatic dodge or automatic bodyflip/throw etc.

124. Can a juicers harness be targeted while he is wearing armor? While he is wearing clothes? If it can be targeted is it a difficult target? How much damage could it take? I assume the drug harness is M.D.C.

Answer: It all depends on the type of armor being worn and how much protection it provides. If the harness is exposed it will take a called shot to hit, with a -6 penalty to strike. Generally the tubing would be light M.D.C. 1-2 points.

125. PFRPG when a role of 14 beats the AR of armor does it actually penetrate the armor or does it mean it just finds a chink in the armor?

Answer: It either means it penetrates or find a chink (that is arbitrary)

126. Do you add the bonuses to strike when you shot a fire bolt or fire ball, or any other magic or psionic attacks?

Answer: Only if that spell/power gives a bonus to strike.

127. Do any of the exceptional stats provide bonuses to pull punch or disarm?

Answer: They do not.

128. Does a character bonus to Disarm give him a bonus to defend against being disarmed by someone else?

Answer: It doesn't.

129. In Palladium Fantasy the rules for shields seem to make no sense, since a shield loses SDC while parrying a strike, while a "normal" weapon doesn't. So why should anyone use a shield for parrying? Perhaps I did not understand the rules. Tell me, if I am wrong and what use shields have (technical, besides role-playing).

Answer: Shields are designed to block the strike, not deflect it like a normal parry with any other kind of weapon. This is the reason they a Shield has S.D.C.. Now a optional rule in Palladium Fantasy is that a shield only takes 10% damage. This rep-

resents the durability of the shield in combat. Now shields can be used for other purposes, bearing a heraldic emblem for one, covering the blind side (a kite shaped shield while on horseback is a good example). Formation fighters also use a shield (the roman legions for instance).

130. What is "Targeting Skill" and how can a mage use it to increase his chance to strike with a spell.

Answer: The targeting skill is a weapon proficiency ,and cannot be used to aid spell accuracy unless otherwise stated.

131. With the ability of Superior Bowmanship the Longbowman has a special schedule for attacks (as he goes up levels) does the +1 attack due to the boxing skill add to these? If not then a regular bowman with boxing would have 3 attacks, but the longbowman only 2!

Answer: Boxing does not apply to rate of fire for either of them.

132. Does the +3 to strike due to Superior Bowman-ship cumulative with the +2 to strike due to the sniper skill?

Answer: Yes, it is.

133. I have a question regarding the W.P. Net skill of the Palladium Fantasy Role-Playing Game. What is the bonus to strike when thrown?

Answer: There is no bonus to throwing a net.

134. I had an argument with a player on the Natural 20. The argument was if you roll a natural 20 when using a ranged weapon you don't need another Natural 20 to beat it. I'm pretty sure you need to match it even when using ranged weapons but I might need some more proof to send to this player.

Answer: It is still a critical strike, and another natural 20 is required to beat it.

135. Can you define a volley? A friend of mine thinks that a volley is any amount of weapons and/or missiles fired in one attack at one target.

Answer: A Volley is 4 or more missiles fired in one attack at one target. A Burst from a automatic grenade launcher or auto-cannon doesn't count as a volley.

136. I am new to your gaming system and have played with a few different DMS. In battle, you have to roll a 20 sided dice to strike when in a physical fight. Do you have to roll the 20 sided dice to cast magic or can psionics and wizards announce their spell they intend to cast and it goes off without any chance of failure? Please tell me how the rules are meant to be no "house rules".

Answer: You do not roll a dice when casting a spell or using psionics unless a strike roll is required to hit the target.

137. When using any sort of shotgun (sawed-off, automatic, etc), what WP would apply or is there a WP shotgun floating out there somewhere that I missed?.

Answer: Some of the games do have a W.P. Shotgun it gives the same bonuses as the other modern W.P..

138. In the Nightbane World Book One: Between the Shadows, the Special Forces O.C.C. is able to bypass a supernatural being's A.R. If the same character was rifted into Rifts Earth, how would that convert? Would he be able to damage M.D.C. supernatural beings?

Answer: No, the power will basically be negated.

139. What are the bonuses and damage rules for point blank range attacks. A gunshot against the temple, throwing yourself on a grenade, etc.?

Answer: Generally double damage, sometimes direct to Hit Points Villains Unlimited for Heroes Unlimited, and Rifts Conver-

sion Book 1 have damage for point blank attacks as well as the Compendium of Modern Weapons.

140. Does a person who takes the sharp shooting skill get the ability to use two pistols at once? Or do they have to take Paired Weapons-Energy Pistol (or something like that).

Answer: They do not get paired weapons, and only select O.C.C.'s get the W.P. Paired (modern/energy) weapons.

141. What are the exact rules for the H-U/Century Station P.S. damage bonuses? Is it (say a P.S. of 70)+ 2d4*10 or + 2d4*10+55?

Answer: The latter is correct, P.S. damage bonuses is added if the damage inflicted is S.D.C.

141. I was just wondering, can any OCC besides the Gunfighter/Gunslinger and Headhunter Techno-warrior take the Paired Firearms WP in the new West? And if so, what are the skill costs?

Answer: No, unless otherwise stated in their description.

142. In page 112 in Rifts: Canada on the topic of Headhunter Techno-Warrior OCC there is mention of "WP Paired Firearms" in Rifts: New West, But I do not see any. Which page is it on? How does it work out? What is the detail? Does "WP Paired Firearms" include all firearms or you have to choose which kind of firearms to be paired much like "WP Paired weapons"?

Answer: The W.P. Paired Weapons skill is listed under the Gunslinger and Gunfighter O.C.C.'s.

143. Do I get my dodge bonuses to dodge spell blasts like fire ball or do I get save vs. magic bonuses?

Answer: If you are physically dodging the blasts then use the dodge bonuses.

144. Ok, I know you have to roll a natural 20 to beat a natural 20 but this is different. A person fires 24 MRM's at you, they roll a NATURAL 20 You fire a few SRM plasma/Napalms at the volley and roll a 7....you still have to roll 1D100, and you get 36 out of that and it says 75% chance to destroy the volley. DOES the volley get destroyed?? even though you rolled under 75% to destroy the volley?

Answer: Shooting the volley is not considered a dodge (so the natural 20 opposed rolls is not required).

145. Does W.P. Lance give pluses to strike and parry at certain levels like with the other weapons? That is not listed under The Way of the Lance.

Answer: They do not receive any bonuses to strike or parry.

146. Under Zanji Shinjinken Ryu in Ninjas and Superspies, Combination Grab/Slash is listed as a (SPECIAL!) attack, but unlike all other Special's, no rules are listed for it, either under the martial art listing or in the Combat Chapter. The best guess I have for a rule is that it would be similar to Grab/Kick, with a sword attack in place of the kick (doing critical damage). Is this correct?

Answer: That is correct.

147. I have a question about the 6th trick shot in the New West book. It says you can dodge or roll and come up shooting. Can you clarify this? I thought if you dodge as an action and it uses up your next action. Does this make it where he can shoot while dodging as a free action?

Answer: Dodging is not considered a free action with this, but it can be considered a combination move, allowing them to strike back while dodging a enemy shot.

148. Are there any modifiers to strike for firing a

weapon from a distance? It seems like a target should be far harder to hit when firing from a mile away rather than point blank.

Answer: Generally there is no penalty to hit if the target is within effective range and is visible, but there are base targets for rolling

Less than 50 feet, 5 or better

60-200 feet, 8 or better

200 plus feet, 12 or better

150. In Heroes Unlimited under Acrobatics and Gymnastics skills, it says that the character gets an "Automatic Kick Attack for 2D4 damage". What exactly does that mean? I understand what a kick attack is. I also understand how damage works.

What does the "automatic" part mean? For automatic parries and dodges it means that it does not cost an attack. If that is the case here, characters can just go around kicking each other and then auto-kicking each other again, all in the same attack. Could you please elaborate as to the intent of this item?

Answer: They automatically receive a kick attack at level one, not at later levels.

149. In reference to the Mouth Weapons weapon proficiency (Mystic China pg 13). The starting rate of fire per melee seems to have been omitted. We got strike bonuses and level advancement bonuses for both strike and rate of fire, but how many shots per melee at level 1 proficiency? Any ideas on this one?

Answer: Initial Rate of Fire is 2.

Magic Questions

1. Would the magical protection (the MDC) provided by spells, such as armor of ithan, invulnerability, armor bizarre, and invincible armor, be increased at/near a ley lines or at/near a nexus?

Answer: Yes, they get the same bonuses just replace the damage increase with protection to show how much more it adds.

2. The spell "Energy Field" (4th level - Rifts RPG pg. 172) states that it provides 60 MDC of protection. Can a Mage encased in the Energy Field spell fire MD weapons through the shield at opponents while their return fire must break down the shield?

Answer: That is correct; the mage cannot fire through the Energy Field without himself damaging it.

3. I have a Question about cybernetics and magic... I know that they don't mix, but what is the side effects. A Linewalker loses his arm in combat, can he have a cybernetic replacement. will he lose his magic ability(some, all, none)?

Answer: Loosing a single limb and replacing it with a bionic will reduce will reduce every aspect of magical powers from P.P.E. to spell strength, damage and duration, by half. If any more are gotten all magical powers are lost. The limb can also be replaced with a bio-system as described in Siege on Tolkeen 1 page 32 and that will not hinder magical powers.

4. Regarding teleport object a PC wanted to teleport an object into ones Head! Now, I know that one can teleport into something solid and die. So going by that, one can teleport an object into an enemy's head. I have been allowing it but only in a life or death situation. Like an adrenaline rush.

Answer: Deliberately T-porting something into a solid object as an attack should be extremely difficult. The target will get a Saving Throw vs Magic. A strike roll without any bonuses should also apply.

5. Will a T.W. Flaming Sword do damage to a vampire, since they're magic weapons? And, if so, does a character's

P.S. damage bonus get added in?

Answer: A TW Flaming Sword will harm a vampire. A character's P.S. damage bonus is added.

6. At least in the basic rifts handbook (I don't know about any supplements, nor do I have them) it appears that the Talisman spell is the only way to create a P.P.E. battery. It also appears that the battery created by this spell can only hold 50 P.P.E. and can only be recharged up to 30 P.P.E. not it's original 50. Is this Correct?

Answer: Yes, that is the correct amount.

7. I have a question concerning magic users in the rifts rpg. It says men of magic and also dragons are like living ppe batteries able to absorb energy from ley lines etc. What I'm wondering is if there is a limit to the amount they can take and also how long they are aloud to retain that extra ppe. Is it any different for dragons also?

Answer: Mages (and magical creatures) can absorb up to three times their normal limit in P.P.E. Most borrowed P.P.E. can only be held for a short period (the mage's P.E. attribute in minutes) before dissipating.

8. The sense P.P.E. spell seems to be omitted from the book. Can I use the spell description from the Nightbane book? Are there any major differences?

Answer: The Sense P.P.E. spell from Nightbane may be used. There are no major differences. Sense P.P.E. can also be found in Rifts Sourcebook One.

9. How can a mage of any kind get enough P.P.E. to cast the really high level spells?

Answer: There are several ways to increase ones supply of P.P.E. for a spell, apart from being on a ley line during peak time.

The use of P.P.E. batteries similiar to to the talisman spell.
The use of ritual/group magic where people donate P.P.E. to the caster.

The use of ritual sacrifice, where upon death the sacrifice's P.P.E. is doubled.

The section on magic details these methods of gathering P.P.E.

10. In the Main Book, it's stated that a Body/Power Armor can only have 4 enchantments maximum. I was wondering if a body armor has four enchantments (Invincible Armor, Impervious to Energy, Impervious to Ocean Depths, and Invisibility: Superior), Would it still be possible to modify the Body Armor's Helmet's Optic Systems (if any) to install Magical Powers?

Answer: No, as the helmet is still part of the armor and any enchantments count toward the maximum of four.

11. Do T.W. devices require the appropriate spell to use OR can a Mage simply pump in the PPE?

Answer: If it requires a specific spell to be used it will say so in the description otherwise all that is needed is P.P.E.

12. How long does it take for a Mage/Psychic to Power a Techno-Wizard Device.

Answer: One minute per every 10 points of PPE. If the TW device is one that is activated by pumping P.P.E. into then it will take one action.

13. Does "Impervious to Energy" protect you from particle beams? Likewise, does "Impervious to Energy" protect you from a Cosmo Knights blast?

Answer: Yes to both questions

14. Can PPE absorbed from talismans, blood sacrifice, etc. be used in the creation of a Dimensional Realm?

Answer: Yes

15. If two (or more) mages combine to create a Dimensional Realm and one later dies is the realm affect? Size, PPE spent etc.?

Answer: No, the realm isn't affected.

16. Why is size (characteristic B) on the Characteristics of a realm, since the size is determined by the initial PPE originally sacrificed? It also says on the size chart that the same one can be selected multiple times, if so cannot a mage select tiny many times since the special points cost is nothing?

Answer: Each "tiny" realm would be separate from the others. They cannot be combined together into a larger realm without paying a P.P.E. cost.

17. Magical and Psychic abilities can be gained while in the Dimensional Realm and used with no cost. Does the mage have to have access to these spells normally? If one mage in a group has the spell can they all have the ability to use it in the dimensional realm at no cost? Even if this would give access to spells not normally cast by that class? (ie techno-wizard casting summon spells)

Answer: No, specific spells or psionic powers must be bought as part of the creation of the realm to get this ability. It does not mean the creators get to use the powers of the others.

18. I need clarification of healing spells: Do they heal things like broken bones, torn tendons, etc?

Answer: Yes, they can heal those types of injuries. It cannot however restore destroyed bones, severed limbs, etc or heal permanent injuries like arthritis.

19. Can anyone use the medallions used by the blind women warriors of Atlantis? If yes is there a limit to how many one can use it at a single time, and is there a down period between uses? How many force fields/spells can be used at once to protect someone???

Answer: Yes, One at a time, the medallion needs 24 hours to recharge after 3 uses.

20. I have a question concerning invisibility. Specifically, the ability certain supernatural RCCs have to turn invisible at will. Does it require an action to go invisible or is it simply the speed of thought? Does he remain invisible when he attacks? If so, what are the combat bonuses (and penalties) of fighting an invisible person? There is also no exact definition of what happens when people turn invisible. Does their for shimmer (like the Predator from the movies) or are they simply not there? Do supernatural creatures have regular invisibility or Improved (ie, inaudibility as well)? What other senses does the power block (ie, infra-red, PPE scent, regular video (if the last one is the case the invisible character has no advantage over most robot vehicles that use electronic equipment for visual))?

Answer: It requires an action to turn invisible. The being remains invisible while attacking, and their opponents are -8 to strike them. On the other hand, Superior Invisibility cancels itself out when used for combat. In either case, the invisible character is totally invisible and does NOT shimmer (like the Predator did). Supernatural creatures have simple invisibility. Superior invisibility will block infrared and regular video but not stop PPE scent.

21. Are they're any guidelines for creating new spells? If so what are they and/or where can I find them?

Answer: They are in "Through the Glass Darkly" (Cat. No. 733) staring on page 36. This is for the Nightbane system but they can be easily used for all Palladium systems.

22. I have a PFRG game: What kind of circle would

a summoner use to summon and control a creature such as a weretiger? Would he have to use the usual summon lesser being spell?

Answer: It would be a combination of a Summon Animal circle and Summon Lesser Demon/Deevil circle

23. I'm a bit confused on the magic saving throws. Physical Endurance gives you bonuses to save vs. magic. In the palladium RPG does that mean you get that bonus to saving vs all types of magic or just spell magic and ritual?

Answer: The P.E. bonus is vs. ALL types of magic.

24. I was just wondering if anyone knew if mage OCCs for Rifts that did not have listed bonuses to spell strength and saves versus magic got some sort of generic bonus that I can't find in the books. For examples, see the Mystic Knight and Temporal Warrior. They do not gain bonuses to spell strength or saves vs. magic as they advance in levels.

Answer: Mages that do not have spell strength bonuses listed do not get such bonuses.

25. In WB Atlantis it talks about Bio Wizardry and even mentions some NPC's as Bio Wizards in some books. So is there any OCC/RCC that automatically gets Bio Wizardry, or is it only for extremely wealthy PC. Just curious.

Answer: Bio-Wizardry is not meant for player-characters and was originally intended for NPC's.

26. When two tattoos are activated, lets say, Invulnerability and Fire Powers, from which one is MDC subtracted first?

Answer: Whichever tattoo was first activated.

27. Can a wizard in Palladium learn and cast warlock spells?

Answer: Some elemental spells (such as Blinding Flash, Call Lightning, etc.) are already available to non-Warlocks. The elemental spells that are not already listed in the Wizard Spell sections are NOT available to wizards.

28. In the spell creation/study rules in "Through the Glass Darkly" it indicates a -10% penalty per spell level 9+. But all examples show a -3% penalty. Which is actually the case? (I've been assuming -3%, it seems more workable) but the argument has popped a few times already, also I'm curious The -10% penalty would make high level spells almost impossible to create.

Answer: The -10% penalty is correct.

29. My first question concerns the spell "Wall of Defense" (Federation of Magic book). The setting: We were attacked by a dragon when our spellcaster thought of using a "wall of defense" by casting it directly upon the dragon, immobilizing it. The question: Can you use the "W. of D." to this end; once a person is caught, can you defrost him/her by pulling him/her out?

Answer: Yes, the dragon would be frozen in place. As for pulling a person out it would only work if the person made no contact with the wall or they would be frozen to.

30. In regards to pyramids. they drain alot of power off a leyline. Does it affect the area around it like dampening the drawable ppe in the immediate area? Can you ley line phase past it or phase into the pyramid?

Answer: The area around a pyramid is not affected by a ley line power drain

31. Bio-wizardry, is there some kind of complete write up somewhere, in my adventure the characters got enough money to go and get there strength raised. there seems to be

no chance of success or failure. so if a character has the money just increase their stats to the ninth degree. I put a limit on the increase but would like an official ruling.

Answer: The most comprehensive description about Bio-Wizardry is on pages 106-125 of Rifts: Atlantis. More details can be found in Splynn Dimensional Market, and in Rifter #9.

32. Are there any ley lines on Atlantis that run to another country. I thought that none did.

Answer: None that are known.

33. In regards to the hawk-ra, a creature that is not affected by magic, can it step through a mystic portal?

Answer: Yes (but it will have to save vs. magic).

34. Why does the energy field have a AR of 4 wouldn't it be useless?

Answer: The spell Energy Field as of the Rifts Book of Magic (page 101) no longer has an AR at all when used in Rifts.

35. I was wondering what would happen if a person under the effects of the spell "Time Slip" would be affected by wards. If so, would the wards affect only the person under the spell? I know its a tough one, but I am hoping to find a way to slip past Wards.

Answer: Wards would still affect the time slipped individual.

36. Does invisibility: superior also render radar useless?

Answer: Yes, it will render radar useless.

37. Can a Conjurer eat conjured food? If so, does it actually provide sustenance? My guess is that, since the food would have already been converted to energy(i.e. supplied blood with nutrients), it would not cease to "Be" when the Conjurer sleeps. Of course, this would negate the permanence rule.

Answer: The food will be filling, but not provide any nutrition unless the P.P.E. is spent for permanency.

38. I actually have a question regarding the Null psyborg from the mindwerks sourcebook. They can start out with techno-wizard items, but being 'borgs, can they use TW stuff?

Answer: They can, since they are a special case partial reconstruction borg. Their Psynetic M.O.M. Implants, allow some degree of manipulation of Psionic powers, though expressed differently from normal psionics.

39. Rifts Undersea: Grow Tentacles Spell (Pg 65): What's the PS? As the "Host"? Is it supernatural?

Answer: The P.S. is the same as the character on whom the spell is cast.

40. Rifts Undersea: Strength of the Whale Spell (Pg 68): Is that (or other spells) cumulative? ie: With Superhuman Strength?

Answer: If a spell gives a bonus to strength is is cumulative with other spells that give bonuses. If it gives a fixed level, it is not cumulative. Since strength of the Whale doubles the characters normal strength and makes it supernatural it is not cumulative with other strength style spells.

41. Is Float in Air (3rd level Warlock spell) also meant as an offensive spell? I am asking because it has such a long duration while possibly having incredibly debilitating effects on the opponent. Besides, it would work on anybody since there is no saving throw - I find the idea of e.g. an Apocalypse Demon floating rather helplessly in the air quite ridiculous.

Answer: Yes it would work on anybody, but if they are capable of flight through magic or otherwise the effect is minimal

42. Would someone reaching into a pocket or purse activate guardian stones? Would the guardian stone be activated if one were to toss it into a crowd (I thought that would be a nifty trick)?

Answer: No, to both questions. They can be used to guard a area, or possessions, so they would need to be set, with a area to protect.

43. In order to power up a Techno Wizard Item, do you have to be touching it? Or can you power up some item lets say that is hanging on your belt without touching it? Do you need physical contact to power the thing up?

Answer: You must concentrate on recharging it,, generally Holding it works best.

44. How many attacks are used when casting a spell from a scroll? Is it dependant on the level of the spell? The description says anyone can use a scroll, but the eye of mystic knowledge tattoo gives a percentage chance to use scrolls.

Answer: Reading a scroll requires at least two melee actions. The higher level spells (7 or higher) may require up to four melee actions. It requires at least a 55% literacy in the language that the scroll is inscribed in to use it.

45. My question is concerning the creation of magic (not TW) items. I've not been able to find any rules for it. Where can the rules be found for making "standard" (i.e. no TW, Rune, Bio-wizardry, etc.) items?

Answer: Some OCC's like the smith druid in England, the Mystic Smith in Russia can make standard magic items. Some magic items are covered in the Rifts Conversion Book. For a good reference on Magic Items in Rifts, consult Palladium Fantasy. At this point there is not set creation system for making magic items.

46. The Wizard (in Palladium 2nd) automatically starts with Cloud of Slumber. The only problem is that Cloud of Slumber is only an Air Warlock spell. What level should the wizard equivalent be, and how much P.P.E. should it cost.

Answer: For a wizard, a Cloud of Slumber spell is 1st level and costs 4 PPE to cast but the spell's duration is only half that of his warlock counterpart.

47. While Stormspire is obviously the only city that can mass produce the TW Clips listed in Federation of Magic, can other Techno-Wizards also create these clips or would they have to purchase the design from Stormspire? Also, how much PPE does the average clip hold and can the average mage draw forth the energy for using other spells? Finally, what are the methods for recharging these clips?

Answer: PPE clips could be akin to the Talisman spell, one form of which allows it to be used as a PPE battery. They would store about the same amount as the talisman spell (50 PPE) on average. Some devices could hold more or less. A wizard must know the spell talisman to be able recharge these e-clips. Other TW could create them but would have to get the secrets of their design from Stormspire and that would not be very easy. If you want the player to know it recommend some great task for Stormspire that would earn them the secret of there construction.

48. The PPE for Implosion Neutralizer from Federation Of Magic is not listed in the spell description. Could you tell me what it is please.

Answer: 12 P.P.E.

49. It says that wards cannot be placed on weapons that are being used frequently. What of the Diabolist's own

weapon? Since he doesn't set off his own wards unless he wants to, he should be able to handle his own weapon, and use it, all he wants? For example an area affect ward to protect from sneak attacks.

Answer: No, its still a weapon and handled frequently and both are listed as baring wards from working.

50. Can I make a book of wards on parchment made indestructible by the silver rune? I figured it would be a good way to have an arsenal of wards handy. Also can I reuse the ingredients of spent wards to make new ones?

Answer: No, that would be the same as putting them on fabric and that is specifically a no. Yes, ward materials can be salvaged and reused.

51. On page 119 of Ninjas and Superspies, there is a description of the Chi Healing skill. It does not say whether or not the person performing chi healing must touch the injured person in order to heal them. Can this skill be performed from a distance, or do you have to touch someone in order to heal them?

Answer: You must be able to touch, or be a short distance away (but within touching distance)

52. My group is currently running a Palladium Fantasy game, some of my players want to use a few of the spells from Federation Of Magic, how should I adjust the damage/PPE/SDC to fit the PFRPG?

Answer: PPE costs remain the same, but turn all MDC direct to SDC (so 4D6 MD becomes 4D6 SDC). Those spells that create armour would have a AR between 14-18. Duration and saving throws remain unchanged.

53. Hi, my question is about rune weapons. Is the force blast that comes from the double dragons' heads considered an energy or normal kinetic attack, and will it work on those impervious to energy?

Answer: A kinetic attack, like a TK round from a TW weapon so it would do damage.

54. The spell cloud disk(New west) states that it knocks down opponents regardless of size. Does this include Glitterboys anchored into the ground. Also does it include things like doors and vehicles.

Answer: Since they are anchored they cannot be knocked off their feet. Doors can be blown open, vehicles rocked etc.

55. My question was, do you get hurt if you walk through a ley line when your not a Ley Line walker and even when you are do you get hurt if your not concentrating?

Answer: No you do not get hurt crossing or traveling within a Ley Line.

56. I notice that in the main Rifts book, it says that the only changes a TW makes to weapons is the power source. Then it also lists damage and payload. If so, Most weapons are better off not been converted. My question is, which damage and/or payload should I use when converting weapons? Non-TW? TW?

Answer: You should use the TW conversion damage.

57. I have a question regarding Cloud Magic. Does Cloud Magic work in places like outer space?

Answer: Yes it does, though some effects would not work in space.

58. There is one more issue regarding the use of escape vs. magic net I was hoping you could help me out with. One of my players argue that in combat using the escape spell

against magic net would take at least one full melee round, I disagree since the escape spell doesn't mention anything about anything like that. I hope you can help us resolving this issue since it has been the topic of many long discussions lately.

Answer: The spell itself takes 1/2 a melee round to cast, and then only one restrain or lock can be undone with each invocation (one per melee is possible), so escaping a magic net taking 1/2 melee round is correct.

59. Why does every NON-TW magic weapon in Federation of Magic have the Ensorcel spell in its list of creation spells?

Answer: All the weapons listed are TW weapons. and the Ensorcel is just part of their construction. It is probably used to control the TW item in question as they do not have obvious and mechanical means of operation like switches, levers, buttons triggers etc, but are triggered by command.

60. "Exhale Poison Cloud" how quickly does the area of effect get filled?

Answer: Exhale Poison Cloud: The area of effect is pretty much filled straight away.

61. "Exhale Electrostatic Cloud" Does this spell effect robots and bionics?

Answer: Exhale Electrostatic Energy: Yes it can effect Robots, and bionic systems.

62. Is it possible for a Lord Magus or any other type of mage that relies on the typical list of spells to learn spells from the Warlock character classes? Or perhaps a minor variation that might cost a little extra PPE or something? I realize that Warlocks themselves cannot teach the spells as their abilities are gifts from the elemental spirits, but isn't it possible for some other type of mage to create an incantation that would create the same effect?

Answer: Yes, such spells could be developed, rules are presented in Through the Glass Darkly for spell creation. Normally range is reduced and PPE cost is doubled.

63. Hello, I'm playing an Undead Hunter in PFRPG and one of the spells they start with is Strength of Utgard Loki, but only one problem. I cannot find that spell anywhere in any of the books. is it gonna be in a later books or what. If it is possible. could you give me the stats on the spell like the p.p.e required and what it does. thanks a lot.

Answer: This spell is in 1st edition Palladium Fantasy and was not reprinted in 2nd edition. The spell lasts for 2 melees per level of the caster and provides the following bonuses.

+5 to all saving throws

+6 damage

+5 dodge.

P.E. and Spd raised to 24, P.S. raised to 21

+1 attack

Can be cast on self, or one person up to 30 feet away. It is a level 5 spell.

64. Can you have medallion that can open portals?

Answer: Yes you could have a magic medallion that could open dimensional portals, and similar travel magic.

65. I have PC who would like to be a Techno-wizard Cyborg and I am unsure as how to proceed. Should I invent new tech on the spot? Using existing material (with modifications and penalties?).

Answer: Extrapolation would be best. Generally magic and cybernetics/bionics cannot be combined.

66. If a Scroll or Talisman are made on a Nexus (or ley

line), is their power increased accordingly(X3 or X2 duration, range, etc.) even when off the ley line?

Answer: No, making them on a Nexus or Ley Line has no effect.

67. Will the Necromancer spell "Death Strike" damage creatures that can only be hurt by a specific element, such as fire or water, even though the damage need not come from a magical source?

Answer: Only if they can be harmed by magic

68. If a Temporal Mage casts Time Warp: Age on a juicer will he turn into a 100 year old juicer? If so, wouldn't his old body not be able to handle the strain of all the chemicals running through him and just keel over dead?

Answer: His body may age, and the bio-comp systems may be able to adjust to partially compensate, so death would not be instantaneous (it may take several hours or days though).

69. Can Dragons get Bio-wizard augmentations? (Specifically, additional Plate Armor)If so, would it interfere with their Metamorphing abilities. (Removing the ability completely, or restricting it in some fashion?) A small debate has started over this and I figure- go to the source. Arguments that it is part of the "natural body" once they are in place and heal as appropriate organs.

Answer: They are not natural parts of the body, and as such would interfere with metamorphosis (unable to shape shift).

70. I haven't found a duration for the Line Magic spells of (among others) Entryway and Fire Lines. Does the Entryway exist forever once it is made? Do the Fire Lines exist until someone/something crosses them? Is there a default duration I am missing?

Answer: 1 minute per level of the caster would be an appropriate duration for both of these spells.

71. I just wanted to know the extent of the chameleon spell, and also invisibility simple. Can Chameleon mask your scent? also, can people using infrared and similar devices see chameleon? Does the spell detect concealment work on spells like chameleon and invisibility or does it only work on the concealment spell?

Answer: Chameleon only alters color and patterns. Scent and IR/Thermal devices would still work in spotting the character. Detect concealment works on Concealment spells.

72. Does the spell "Impervious to Energy" negate the effects of a TK-Machinegun?

Answer: It does not, since it is a bolt of force not energy.

73. A Question on magically created items. Do they always radiate magic that can be sensed. I say anything created or transformed is magic only during the change. After it is normal and no longer magical.

Answer: If the created item has a duration it will radiate magic. Even items created through magic that have no duration will have a residue of magic associated with them (though it does not count as a magical item).

74. For the spell Return from The Grave in Mystic Russia it says that the caster has to spend a total amount of 60 PPE and 24 hit points permanently. But in the spell description the numbers work out to 39 PPE and 26 hit points (13 full moons in a year, multiplied by 3 for PPE and by 2 for hitpoints). I was wondering what value is correct.

Answer: The 60 PPE and 24 Hit Points are correct.

75. Can the Northern Gun power pack (Rifts Mercenaries) be converted to T.W.? How? What costs? What spells?

Would the duration of the charge be effected? Would it still self-charge?

Answer: It cannot be converted to TW.

76. On what page in RIFTS basic books does it say you can only hold three times your base ppe?

Answer: It a rule that has been added to the system and can be found in the Riffs Book of Magic on page 21.

77. Could a Techno-Wizard and a Psi-Mechanic work together in order to build a device with both magical and psionic abilities?

Answer: No, they use different principles, however the Amaki in South America have the ability to use psionics in techno-wizard style devices.

78. Can children use TW weapons, even if they do not possess Magic or Psionic Powers?

Answer: Since Children have such a High PPE level (6D6 as a young child), they can use TW items, but as they grow up they lose the ability to use them, unless the develop psionic powers, or learn magic.

79. What does it really mean when someone has a "Complete understanding of magic", such as that gained from the World Tree Yggdrasil in Riffs: Pantheons.

Answer: They know the fundamentals of how magic works, and the can read runes, and all mystic symbols (normally restricted knowledge), recognize all wards and circles as magic, and the knowledge of all common magic spells equal to his experience level. They also get the knowledge and spells of both necromancy and temporal magic, but not the special abilities of those classes.

80. If power armor is only allowed 4 Techno-Wizard magical enhancements then how do you explain the mystic power armor that has over 8 enhancements?

Answer: Normal power armour is only augmented by technowizardry, while the mystic power armour is a magical creation and is not augmented normal armour.

81. Can a Techno-Wizard use any kind of spell to empower TW items like the different warlock spells, and the temporal wizard spells, etc?

Answer: They have to work with the other spell caster involved, but it is possible.

82. If a diabolist uses the protection from magic ward will this negate all magic directed at him? Or can he still be trapped with a carpet of adhesion or magic net?

Answer: It will not negate the magic, but if a saving throw can be made, they will get a +2 bonus to save.

83. If a being first cast Metamorphosis Dragon, then cast Doppelganger, the Doppelganger would be in the form of a dragon, but the rest of us say that the Doppelganger would be in the casters normal form who is right?

Answer: The doppelganger would be in the casters normal form.

84. Would the Warlock spell Iron to Clay work on an Iron Golem, or similar creature, and if so would they get a save?

Answer: They would not get a save, and such creatures would take 4D6 damage (including metal armour etc).

85. Would Stone to Flesh work on a Stone Golem, or similar creature, and if so would they get a save?

Answer: It would not work on magical stone (such as a stone golem).

86. In the Riffs main book, Dessicate the Supernatural has a damage rating of 3D6x10 M.D. But in Mystic Russia, the damage rating is 2D4x10 M.D. Which is the correct the damage rating? Or are they two separate spells?

Answer: The damage listing in Mystic Russia is correct. However, if you wish you could consider them two different versions of the same spell (one Living Fire Magic, the other Standard Magic).

87. Does energy field move with the target that it is cast upon and can it be used as a prison?

Answer: It is a static field (does not move).

88. I would really like to know if rune magic and bio wizardry was meant to be a ancient rare and lost art where no player character should posses or find. Also the difference between rune mage/smith/and master?

Answer: Yes, the results of such magic can be used, but the arts itself are not recommended for player characters (and as such no O.C.C.'s are provided). There is no difference between a rune mage/smith/master, just a matter of title, like calling a wizard a mage, sorcerer, ley line walker, spell thrower etc.

89. If the spell Superhuman Speed was cast while on a Ley Line, would the speed granted be doubled (to 88)? If yes, then would the doubling also be applied to the Superhuman Strength spell?

Answer: No to both.

90. If a Golem were created on a Ley Line, would its Attributes and M.D.C. be doubled; and because the duration is permanent, would the doubling also be in effect even if the Golem was away from a Ley Line?

Answer: No, there would be no bonus from making it on a Ley Line or Nexus.

91. What I wish to know is if the Carpet of Adhesion is indestructible or can things such as arrows and swords pass through or do they get stuck? Is there a MDC value for it?

Answer: The carpet is a layer of magical energy that bonds whatever passes through/touches it. The carpet, since it is energy is practically indestructible, though it can be buried, covered up. There is no MDC value for a carpet of adhesion.

92. On a few occsions an item say's it can be re-charged at a ley line or nexus point. How long does it take to recharge? Can anyone recharge an item in this manner? Does the item need to be physically touching the ley line or nexus or can it be placed in a certain vacinity?

Answer: One minute per every 10 points of PPE. at a nexus, twice as long at at Ley Line. Yes, anyone can do it. It has to be placed within the ley line or nexus point.

93. My party has found, and is abusing the carpet of adhesion spell - basically once you are caught in it you are caught until spell duration is up, even if you have supernatural strength - are there any amendments to this spell? As it stands right now any joe shmoe could cast the carpet on, say Thor and stick him down, then blast away at him until he was dead - are there any new breakout rules for this sort of thing?

Answer: The spell when used correctly can be powerful (it is one of the most underrated spells in the game). To be caught in the spell one must land or walk over it, so those who can fly or hover are not affected by this spell. and even though the character is stuck, that does not stop them for returning fire. Spells like Anti-Magic Cloud, or Dispel Magic Barriers can be used to dispel/negate a carpet of adhesion as well.

94. Can a character whose only magical abilities come from Tattoo Magic use their PPE to charge and activate Techno Wizard items if they have less than 7 magic tattoos (not a tattooed man OCC)?

Answer: Yes, since they are trained in using their P.P.E. they can use and charge T.W. Items.

95. What precisely is an "entity"? As in the spells Summon and control Entity, and Control/enslave Entity. Is it one of the Entities listed in the conversion book, such as a tectonic entity or ghost? Or a demon as is suggested by Control/Enslave Entity's reference to the spell Banishment?

Answer: The term entity specifically refers to the type of the supernatural beings known only as entities. I.e. Tectonic Entities, Possessing Entities, Poltergeists etc.

96. Is it possible for someone with negate magic to negate the magic created by tattoo magic whereas a ley line walker could negate an undead slayers armor tattoos or summoning tattoos?

Answer: Yes since they are considered a magical effect, they can be negated by the negate magic spell.

97. I know that in metamorphosis spells, the recipient can't cast spells due to the change in their physiology. But, since they do retain all of their mental faculties, can they use their psionic abilities, since they are mental in nature?

Answer: Yes Psionic Abilities can be retained.

98. Question about pg 66 in the south america book. The biomancer spell strengthen plant: what is the ppe cost. It seems to say 100 ppe to cast for temporary but it also gives listing for other size of plant life with different ppe listings...

Answer: It refers to the area affect transformation, for cost.

99. What is the proper component for power wards? The RPG 2d edition rules seem to give conflicting answers. Under "Ward Components", a power ward "must be drawn or painted with the ground bone of a Hydra's tooth or Unicorn horn," while under "Ward Creation Time", a power ward must be "drawn or painted in ground bone (humanoid or animal.)"

Answer: Use the listing under Ward Components

100. In the Main book for Palladium FRPG on page 76 under third level druidic magic powers it says A druid gets "Healing Touch", the same as the wizard spell. Since there is no healing touch spell, does it mean a druid gets "Heal Wounds" the wizard spell, or "Healing Touch" as the priest ability.

Answer: It is the Heal Wounds Spell.

101. I was also curious about the spell paralysis bolt. This spell is mentioned several times in the Western Empire as an effect of rings and such, but I see no mention of this spell in any of the other books (though when I had a first edition rules book I seem to recall something about it, but can't be certain). Where is this spell or what are the stats on it?

Answer: Treat it like the spell Paralysis: Lesser

102. Can you cast Speed Weapon(FoM) on a phase sword?

Answer: Yes it is possible

103. Do the Wendigo from Spirit West get fetishes? Tattoo fetishes also?

Answer: They can get and receive fetishes

104. Can a mage put spells from scrolls into a talisman during creation?

Answer: No they cannot, they must know the incantation to be placed into the talisman.

105. Can a Hydra or any other supernatural being with an animal intelligence be made as a monster tattoo. Atlantis says 'Animalistic predators' and that is what is said about the hydra in Conversion Book 1

Answer: They are still classified as dragons and cannot be used as a monster tattoo.

106. Would Impervious to Energy spell have an affect on the energy source of a vibro weapon? or Does the Impervious to Energy Spell on the TW Rhino Armor negate the vibro weapon?

Answer: It has no effect on vibro weapons, since the attack is physical in nature.

107. I would like to know if the magic rings, bracelets, etc can be worn under armor, like rings under a gauntlet.

Answer: They can be, if they do not interfere with the armour (i.e. a ring with rubies on it, cannot be worn under gloves).

108. On page 249 of Palladium Fantasy, it states that it takes 5-10 days to get a magic feature put into armor (or weapons). It then goes on to say that it takes 2d4 months to make magic weapons. Which is correct?

Answer: Both are correct. Basic colors etc may be added in days, while magic flaming swords may require months to construct.

109. Can you dodge a Call Lightning cast by a Warlock? Is the spell Call Lightning the same for both Warlocks and Wizards?

Answer: You cannot dodge the Warlock version of the Call Lightning Spell. It says so in the description of the spell.

110. Is the magical ritual that Soul Harvesters (WB13:Psyscape) use an actual spell and if it is can it be taught to other spell casters?

Answer: It is a spell, and will only be taught to other Harvesters and their apprentices.

111. Can characters with symbiotes get tattoos as well? If so, could the character tap his symbiote for the p.p.e. needed to activate the tattoo?

Answer: Yes they can have tattoos if they are eligible to receive tattoos. However, they must use their own P.P.E. unless in the description of the Symbiote allows them to tap their P.P.E. or provides additional P.P.E. to the character. However Bio-Borg Transformation/transmutation will remove any potential to use tattoos.

112. I was wondering if a S.D.C. creature (ie. a Palladium character) magically acquired the ability to fly faster than the speed of sound, would the laws of physics apply and decimate his body, or would the magic include protection?

Answer: Magic would protect the body from the stresses involved in traveling that fast.

113. Does the tattoo of invulnerability which provides 75 MDC per level apply only to physical attacks? Because it does not mention anything about energy

Answer: It functions like normal armour/MDC, protecting against all attacks.

114. Could a demi-god who is half human or true Atlantean use tattoo magic?

Answer: They cannot since they are no longer true human.

115. Do energy-based spells and other magic attacks such as "Call Lightning" and "Fireball" count as energy when attacking a target affected by Impervious to Energy or something similar?

Answer: They count as energy

116. I've been looking all over for the Fire Whip spell mentioned in the Rifts Conversion Book 1 as the favorite weapon of the Baal-rog demon. The book states that the Fire Whip is a level 7 spell but I can't find it.

Answer: The Fire Whip (Rifts Conversion Book, pg. 78) is itself a 6th level Fire Elemental spell. However, a Baal-rog employs it at 7th level proficiency.

117. On page 257 of HU2, what's the Horror Factor for the thunder clap under altered atmospheric conditions, and does this also apply to the call lightning power on the opposite page?

Answer: The thunderclap has a HF of 8 and is not altered by atmospheric conditions. There is no HF for the call lightning since the sound would come from the sky unlike thunder clap which is right next to the target.

118. The Life Drain spell, it only effects SDC beings correct?

Answer: Correct, it only affects SDC beings.

119. Can a mage use the Magic Energy Cells from the federation of magic book as a PPE battery for fueling his own spells?

Answer: No he cannot use them to power his own spells.

120. Is the spell "Anti-Magic Cloud(AMC)" effective vs. innate natural magic abilities, such as invisibility, polymorph, fire breath weapon, flight, etc.? And does the spell effect wards in any way? Also if one was out side the area of effect of the cloud, could another "AMC" be cast over the other canceling the first spells effect? And finally are spells such as Sanctuary (spell of legend), effected by a "AMC". This is a matter of much debate so any and all information is appreciated.

Answer: Yes to all. Innate magical abilities are affected, though other special abilities and powers not magical in nature are not affected. Yes a Anti Magic Cloud could be cast over another Anti Magic Cloud Where the clouds overlap both would have to save, with the new cloud saving first. If it saves then the second cloud has to save vs magic. If both save, both will be at half effectiveness, if either one fails, that one would be canceled/negated. Spells of legend are affected by the Cloud.

121. What spells does a life-force mage start with or is it solely up to gm discretion?

Answer: They do not start with any wizard spells but can learn them.

122. Could you tell me the specifications for the wizard spell Call Lightning. It seems that it was omitted from my copy of the 2nd Edition of Palladium Fantasy. It is supposed to be on page 194.

Answer: The index is wrong, and the Call Lightning spell appears on p198.

123. What would happen if a Juicer (Any) were the "victim" of the Purge Other Spell?

Answer: If they were resisting they would have the +8 to save. Failing this save, or not resisting, will expel the Bio Comp systems, and purge the Juicer of their chemicals, sending them into detox. They will need to undergo reimplantation of the Bio-comp system etc to become juicers again.

124. If I put the three following wards on a dagger can it inflict to the first person that touches the dagger (or a book) a permanent blindness? Inflict, Permanent, Blind. If not is there a possibility to do that?

Answer: The permanency ward does not do that, instead it makes the ward permanent (so every time it is touched/disturbed it will be activated, instead of being activated only once.

125. Circle magic in rifts - do you still have to use components (like fairy wings & unicorn horn) or do you just use the PPE cost in the conversion book to power the circles?

Answer: You still have to use components, as well as P.P.E.

126. As far as we understand and have read we were understanding that all spells simply required words.

Answer: Yes, most spell incantations require words, but other spells require gestures, or other requirements. The 3rd Rifts Novel uses this point, and Through the Glass Darkly for Nightbane goes into even more detail.

127. Do MDC creatures remain MDC after death, at least in the short term (A month, say). In relation to the 'animate and control dead' spell.

Answer: They generally remain M.D.C.

128. Nightbane have the "Shroud" talent which renders them invisible. Does this protect them from Creatures who can see the invisible or are they visible.

Answer: Those using See the Invisible will be able to see Nightbane using the Shroud Talent.

129. Are Techno-Wizard devices ruined by EMP and are cybernetics and bionics vulnerable to EMP?

Answer: They are not vulnerable to EMP. TW items are powered by magic, Cybernetics and bionics are shielded.

130. It states that the spells Deflection and Targeted Deflection can be used against magic energy. Does this include all magic spells or just physical manifestations(call lightning, carpet of adhesion, fireball, etc.)?

Answer: Only those with a directed manifesting like energy bolt, or firebolt, exploding style magic or carpet of adhesion cannot be deflected.

131. I was wanting to know the circle of transformation from the old ones complex in the Old Ones book, when the character is changed to an elf are all attributes rerolled as an elf or do the characters original stats stay the same?

Answer: Physical attributes should be rerolled. Mental attributes can remain the same.

132. The level 4 wizard spell flamebolt in PFRPG says it does 5d6 S.D.C. Does that mean that it will only do S.D.C. or will it do hit point damage when total S.D.C. is overcome?

Answer: Once S.D.C. is depleted, any attack will do damage direct to hit points.

133. Can you transcribe scrolls or try to learn the spell off them without using up the scroll?

Answer: Any attempt at scroll conversion will destroy the spell on the scroll.

134. Would the ritual (sorry, forgotten the name, I think it's a Fleshsculptor spell) from Nightbane: Through the Glass Darkly which rebuilds or reshapes the mind of the recipient via chisel and sponges, be able to restore the sanity of a Crazy without removing powers?

Answer: It wouldn't work, since any such cure would be temporary, unless the implants are removed at this time.

135. Is it possible to place a Techno-Wizard enchantment on a suit of power armor which allows the operator to cast spells through the armor unimpeded?

Answer: No, that is not a possible TW enhancement.

136. Does the Deathward spell from Federation of Magic (WB: 16) take an entire melee to cast (because it is a high level spell, level 10) or one action? I ask because in the description the attack is described as "muttering a single word", which is barely even a melee action.

Answer: It takes a round to cast the spell, then a single word to trigger the effects of the spell on a target.

137. With a Talisman charged with spells, can anyone invoke the magic in it (Just as anyone can read a scroll & get an effect). How quickly do the spells manifest? Say a fire bolt spell is charged. Does it fire in one melee action, or does it take the same time as a normally cast firebolt spell.

Answer: Anyone could use it, and one action is all it takes to release the magic within.

138. What is the cost in P.P.E. to use the 3rd level spell 'Resist Fire'?

Answer: 6 P.P.E.

139. Can the spell "Annihilate" be used in the construction of a TW weapon? If so, what's the smallest size that weapon could be? Could it be rifle-sized for a human, or for a robot suit?

Answer: It is possible, probably a Bazooka/anti tank rocket size, or larger.

140. Can Temporal spells be integrated into TW creations? For example "D-Phase".

Answer: Yes, it is possible.

141. If a spell is shot from a talisman does it count as a spell attack or a melee attack?(does it take one action or half a melee?)

Answer: Melee attack.

142. Can Tattoo Masters Tattoo themselves?

Answer: Yes, but it is very painful, and the hand may be unsteady, so it is best to let others do the job.

143. If I cast a spell that normally has a duration of 1 week, while at a ley line nexus; and then move away from the nexus, does the spell last the normal 1 week or 3 weeks? Or would it last only 3 weeks while within the beneficial range of the nexus?

Answer: It will last the full 3 weeks.

144. In Vampire Kingdoms it says that vampires cannot enter a room with the sanctum spell cast upon it? However since vampires are considered a greater supernatural creature should they not be allowed to walk on a sanctum or is there something I'm missing?

Answer: Vampires and the Sanctum Spell is a special case.

145. Can Chiang-Ku use and/or create Power Arrows (After all they are the Masters of Tattoo Magic)? If no why(in Rifts England it says "Chiang-Ku possess all the same knowledge as the Splugorth") And is the Chiang-Ku Tattoo Masters conceded as the "O.C.C."?

Answer: The arrow tattoos are only a recent development by the Splugorth, and were not developed by the Chiang-ku (with

whom the Splugorth stole the secrets from). So Chiang-Ku dragons do not know power arrows, unless they themselves steal/acquire the knowledge from the Splugorth.

146. You seem to have left out the area afflicted by the necromancy spell "Stench of Death" in PFRPG 2nd Ed. High Seas. What is the area affected?

Answer: It affects a 10 foot area.

147. In Rifts Undersea it states that a character who cannot speak out loud may cast silently. If this is true why are there spells that create silence to stop spell caster? Why does gagging a mage supposedly stop him from casting? Or is this ability to cast, out of Rifts Undersea, not a general ability (which is the way it does read)?

Answer: It is not a general ability and is designed for ocean magic. Different spells have different requirements, some may not use words, but concentration and movements of the eyebrows. Traditional spell casting though requires words, and in most cases gestures/props.

148. Ok guys, I got to know. Is the Water to Wine spell a joke or what? Is this a biblical reference? And can it be used to turn water into other liquids besides wine?

Answer: It is not a joke. In medieval times it was common practice to drink wine, or watered down wine, since alcohol has antiseptic qualities and the quality of the water was not very good at times.

149. Do tattoos that count as more than one count as more than one for purposes of activation? Example: A sword covered in flames and a coiled snake (1), dripping with blood (1), with wings (1), crossed (1) counts as 4 tattoos. Since characters are limited to 6 tattoos being active at once, would such a tattoo count as 1 or 4 for purposes of activation?

Answer: It would count as one (since it is one tattoo, and the costs are just added together), you cannot activate just part of a single tattoo.

150. When casting spells would it be permissible to begin casting while behind cover and then 'pop up' to cast the spell?

Answer: Yes, there is no reason not and in a combat zone its also just a good idea.

151. In a few of the magic and psionic powers the range is listed as [X feet] + [Y feet] per level (for example 20 ft +5 ft per level). One player insisted that the starting range (Level 1) would be 25 feet (30 feet for level 2 etc.) rather than 20 feet at level 1, 25 feet at level 2 etc.. Please clarify what X+Y would mean.

Answer: It means the starting distance at level 1, + the bonus per each additional level. In your case that would be 20 feet at level 1, 25 feet at level 2 and so on.

152. The spell tongues. Is it simply a magical speech translator or is knowledge of the language temporarily transferred to the spell caster? i.e. Do you hear the words as they are (or in your own language) and do you truly speak the language (or are your words translated as they leave your mouth)?

Answer: It is a magical translation, you speak and listen in your native tongue, and it translates your speech, and sounds coming in.

153. Can the globes created by the spell "Fire Globe" (Federation of Magic, p143) be activated and teleported to their target via "Teleport: Lesser" or is literally being thrown part of the required activation for the globes to explode?

Answer: They must be thrown.

154. Small question. Whenever it says like, spell strength +4. What does that mean? Does it mean all spells are +4 or whatever?

Answer: A bonus to spell strength acts a modifier to other peoples saving throws vs. magic (your magic is stronger). With a +4 bonus to spell strength, people would need a 16 or better to save vs. spell magic instead of a 12 or better.

155. Soul in a Bottle = Can a mage use the partial PPE and ISP stored within the bottle as a source for his own spells. What about building the container into a TW weapon and using the contained PPE and ISP to power it (something like a new type of rune weapon, but without the pain of permanently binding the entire soul of the creature to the item)? Could this spell be used to merge a person with a robot that has been TWed to provide enhanced control?

Answer: No to all.

156. Immobilize = After the spell is cast, can the caster move off or is he required to remain with the cone. Also, is the range of the cone 60' from the caster's hand? If not, how does it work. With the cone being 20' wide and 40' tall, is it shaped more like a "hallway" than a cone, or is the 40' the length of the cone?

Answer: The caster can move off. Yes the cone is from the casters hand. 40ft is the length of the cone.

157. Regarding the new Ley Line spells, specifically the Ley Line Tendril Bolts spell. Because these new spells must be cast on a ley line, I assume the ranges, durations, damage, etc. are not modified further by the ley line energies. Would a ley line nexus amplify the power of these spells, perhaps increasing the damage and/or range of a ley line tendril bolt? Answer: No, this type of magic is already geared towards being used on Ley Lines and Nexus so gain no special abilities from being used on a Nexus unless the spell specifically says so.

158. Now that there is more magic spells in Federation on Magic, would any of the spell casters from the Rifts RPG book (namely the techno wizard) start with any additional spells?

Answer: No, the number of starting spells does not increase but they can use there usual spell selections to pick the ones from Federation of Magic if that is one they can normally learn.

159. Can we get a definitive break down on what levels constitute low, mid, and high level spells?

Answer: Low 1-6, Med 7-10, High 11-15

160. Can a Diabolist learn to do magic like a Tao Shih if he gets access to the info? And Vice Versa?

Answer: If it a different technique, but it may be possible.

161. In regards to TW enhancements to Body Armour, does it require an action to activate one of the powers or is it instantaneous? If they don't require an action, can you activate multiple enhancements at once? And for TW weapons like flaming sword, do they need an action to activate?

Answer: Unless the power is on all the time it requires a action to activate and only one can be activated at a time.

162. Since dragons are creatures of magic, would a dragon juicer be able to use TW items because he gets his power from dragon's blood?

Answer: They could use TW weapons since they have supernatural abilities.

163. What is the system to learn a spell from an-

other magic user? What has to come into play when the magic users are of different OCC's and/or levels. For example if a first level Techno Wizard, a third level Lay Line Walker, and a 5th level Shifter want to swap Armor of Ithan, Fire Bolt, and Constrain Being, how does one calculate out the time needed?

Answer: 2 days per level of the spell being taught. So a 1st level spell takes 2 days to learn from another spell caster, while a 5th level spell takes 10 days to learn.

164. Can a character with the teleport ability be able to remove the limb of a skull smasher by teleporting it away?

Answer: They cannot since it is attached to the rest of the Skull Smasher.

165. In rifts world book 15, Spirit west. It list the amount of damage regenerated for the minor armor fetish and Legendary Dragon bone armor fetish. But gives no listing for the Great armor fetish (Page 87). Does this armor regenerate and how fast.

Answer: It generates at the same rate as the minor armor fetish.

166. I have a question concerning the spells a Temporal Wizard can learn per each new level of experience. In the character description it says that the OCC starts with 4 spells of choice from any level. From what level can a Temporal Wizard choose his new spells upon gaining a new level of experience?

Answer: From any level. Though the individual G.M. may place any restrictions on what spells may be selected though.

167. Should there be a limit on the amount of chi a person can pump into a stat with the body chi ability. My GM feels that he is having a problem maintaining game balance when someone pumps too many points into the stats. Should he put a limit or is it fine the way it is?

Answer: There is no limit, however pumping in too much can leave the character vulnerable to negative chi attacks, or low on chi if they use it up prematurely.

168. Since PPE doubles at the moment of death, and since the Tolkeen frontlines will be the site of great carnage. Can magic users use PPE energy released from fallen comrades to fuel spells?

Answer: Only if they are prepared for it.

169. Could you please tell me when (In the Rifts RPG) the spell "Invulnerability" (LV.7,pg. 178) is used does the spell end when the 35 MDC is depleted or does it keep going without the 35 MDC but keeps giving you Impervious to energy, and +10 to save vs. magic, HF and Psionics.

Answer: It keeps going even if the M.D.C. protection is destroyed so the additional effects of the spell continue. As of the Rifts Book of Magic (page 116) it now gives 50 M.D.C..

170. When initially constructing a Golem in clay, must the Golem be made life-sized? Or will the magic enlarge a small hand-held Golem to full size(6ft - 18ft)?

Answer: It must be made life-size.

171. How large is "large" as defined in the 'Fireball' spell? (Rifts RPG, page 176) Would there be a blast radius? Or might the fireball be large enough to damage two targets standing close together?

Answer: I consider it to be about basketball size, maybe a touch smaller. There is no blast radius with Fireball.

172. Will a person who has been under the influence of the spells 'Domination' or 'Compulsion' be able to remember their actions after the spell has ended?

Answer: Yes, they can remember.

173. Can a mage being controlled by the 'Domination' spell cast one of his own spells if ordered to do so - in light of the minor speech impediment which is caused by the spell?
Answer: They can be ordered to cast spells (though it will take a extra melee action longer to cast).

174. Can magic armor be doubled up? (ie. a mage casts Armour of Ithan on himself. Then Armor Bizarre, and then Invincible Armor) Would this work? If so, from which armor would damage be deducted first? Also, can a single type of armor be doubled? (a mage casts Armor of Ithan on himself twice).

Answer: You cannot double up on these magic's.

175. Can an Atlantean Undead Slayer use all the powers on the tattoo described under "Chain Around a Cloud" (air powers page. 91 Atlantis Rifts World Book Two) in the same attack, for example Float in air, Wind rush and Call lightning at the same time?

Answer: Each use would count as a separate action.

176. TW devices that are made from SDC material; are they MDC after being converted? I'm thinking they would be MDC if they wouldn't survive long in the outside world. Perhaps they are MDC as the result of the conversion and any energy field that might be involved with its abilities?

Answer: TW devices made of S.D.C. material are still S.D.C. unless magically augmented to provide M.D.C..

177. When a tattoo master has multiple tattoos, it prevents him from casting spell. Do multiple tattoos effect other P.P.E. abilities, such as circle making and the Diabolists ability to create runes, and does it effect psionic/I.S.P. abilities or chi techniques in any way?

Answer: It blocks all other P.P.E. related abilities including spell casting, ritual magic (including circle magic) and creating wards and runes (magic). It does not affect psionic or chi abilities.

178. I was looking though the Conversion Book and saw that the 5th level phantom spell doesn't say what level the phantom cast his magic. Is it at a set level or is the level of the Warlock who cast the spell.

Answer: Treat the magic as if it was cast at level 4.

179. Every wizard needs the spell Armor Of Ithan to stay alive. This is as true for Rifts as it is for PFRPG. But I want to know if PFRPG if the spell has a natural armor rating like that of a monster or does it have one like that of normal armor. If it is natural it strong defense, which means only 19-20 can harm it and even then one has to remove all the SDC.

Answer: It is treated as normal armor for A.R. purposes not natural A.R.

180. Does a magic object "bond" to it's owner? I mean, if someone takes the magic object away by force or treachery, will they then be able to use it against it's original owner?

Answer: Magic objects unless otherwise stated do not bond to any owner.

181. The spell familiar link has is limited so that it cannot be used on any animal over thirty pounds, but would it be possible to link with a baby animal then hold the link as it grows, so that a person could have a familiar link with a larger animal?

Answer: It is not possible.

182. What are the stats for Zombies in Nightbane

as I am planning an adventure based in Raccon City.

Answer: The stats can be found under the Create Zombie spell which can be found on p59 of Through the Glass Darkly (Nightbane world book 3).

183. I recently had an encounter with a GM who said that the once you use one of your Magic tattoo's it disappears? Is this true or did he just say that to mess with my mind?
Answer: They disappear for the duration of the magic, then they reappear. They are not one use items.

184. Using the Necromancer ability/spell(?) shape bone, could they create their own armor, and use the spell turn bone into MDC? If so would they need the spell that creates ligaments to get it off, and would it have an armor rating or would that depend on how well it was constructed?

Answer: Yes, they could use the spells Fragile Bone to M.D.C. bone with bone and joint bonding to create M.D.C. armor. No armor rating applies unless it is partial armor, but against M.D.C. attacks no AR should be used (strikes should strike the MDC component).

185. Would using the spell Decipher Magic improve a wizards chances of converting a scroll into a functioning magic spell incantation?

Answer: It will not.

186. In Rifts Conversion Book One, the P.P.E. required for Sanctuary is 3500, however in both Palladium 2nd Edition and Siege on Tolkeen Book One, the P.P.E. is 1500. Which is it?

Answer: Use the later printings.

187. Can a Sunaj Assassin utilize tattoo magic while wearing the Sunaj environmental plate armor?

Answer: At 7th level and higher when they do not need to touch the tattoo then yes they can use Tattoo magic while wearing their body armor, but until then they must touch the tattoo to activate it (thus preventing the use of armor over their tattoos). For this reason most posing as Sunaj assassins do not use tattoos or are experienced enough to use them without touching them.

188. I was just looking at my PFRPG 2nd e. book, and found a listing of spells that a Priest of Darkness can learn. One of those is Fire Touch. I couldn't find that in the wizard spell or elemental spell sections of the book. Is this a misprint, or did the spell get cut out? If it was left out, what is the spell?

Answer: Use Fire Fist instead.

189. I have a question on the chameleon spell from the Rifts main book, can you use it if you are wearing MDC body armor and will it work on power armor?

Answer: Body armor yes, power armor no.

190. In the Wormwood sourcebook, the forces of darkness use life-force batteries to sap and store P.P.E. Exactly how much P.P.E. can a life-force battery store?

Answer: Probably several thousand P.P.E. capacity, but they have to absorb P.P.E. for one person for ages to build up to that level and they would generally be drained before they get that full.

191. I was wondering if one could manufacture crystals useable in techno-wizard items? Specifically if they were created on a ley-line created on a nexus infused with P.P.E. during the process.

Answer: No, the crystals must be natural, and not manufactured (by Technology or Magic).

192. What kind of negatives should be imposed if I were to cast the spell "increase weight" on a weapon being used in melee?

Answer: It all depends on how much weight is applied, if the weight added exceeds the characters carrying capacity, then it cannot be used in combat, but it can be used to increase damage since more force is applied behind it, though penalties to Strike, and Parry as well as throw may be applied.

193. I was wondering if an anti-magic cloud cast by a mortal would have the same effects on a god who happened to be in range as it would on any other magic user, or if the god would have some special save or resistance to it.

Answer: The affects are the same.

194. Would the spell "Restore Life" work on a freshly dead juicer?

Answer: No, the organ damage for those who have died from life span ending is to great to be repaired.

195. When describing some of the advantages of magic over technology in Coalition War Campaign for warfare, they mention the ability to magically create rations and give the spell "Create bread and milk" as an example. Where is that spell described?

Answer: It is a Palladium Fantasy spell. Its costs 15 P.P.E. has a range of 30 feet. It creates 2D6 loaves of bread and one gallon of milk in jugs that disappear when empty.

196. In Federation of Magic under the spell barrage the save is to parry or dodge. What number should be rolled against for the parry or dodge? The spell hits automatically (unless parried or dodged) so no strike roll is made.

Answer: It only says it follows the target, each attack still requires a strike roll to hit (which can then be parried or dodged).

197. With the spell construction rules (re: Through the Glass Darkly), it assumes the mage works by themselves using resources commonly available to them. Are there any bonuses for co-operative spell construction and better-than-average resources (eg. excellent arcane libraries such as Kingsdale and the library of Bethany)?

Answer: There are no bonuses.

198. Could Summon and Control Animals affect Dog Boys (they would receive a save of course).

Answer: No.

199. Does the spell Desiccate The Supernatural affect dragon juicers? The spell says it doesn't affect Creatures Of Magic like dragons but is a dragon juicer a creature of magic or a supernatural creature for this spell?

Answer: They would be considered supernatural creatures.

200. If your are caught in a carpet of adhesion spell, you save, and you have the ability to fly, can you go straight up out of it instead of walking 2d6 rounds through it? If you can fly straight up out of it, would it still take you the 2d6 rounds, if not, how long would it take?

Answer: It will still take 2D6 rounds to get free and fly away.

201. I was curious, in Palladium Fantasy 2nd Edition, under the Conjurer OCC it lists the spell "Lantern Light" as one of the spells the class gets. My friends and I have checked through every Palladium Fantasy 2nd edition books that we own and we could not find this spell listed anywhere. Could you help us out by sending us stats on this spell?

Answer: Lantern Light is a low level light spell that can be found

in Federation of Magic for Rifts. Federation of Magic also contains lots of new spells, and while many are designed for Rifts they can be easily used in Palladium Fantasy.

202. I have a question about the metamorphosis spells. The spells can supposedly be cast on other people (other than the mage casting the spell) but only through the Ritual version of the spell. There is however, no range listed for the ritual (how far the target must be from the caster). What is the range?

Answer: They must be present at the actual ritual (taking part in it, or in the middle etc).

203. When the conjurer makes an item permanent, does he lose 1d6 ppe, or is that only when he makes an animal permanent?

Answer: He loses 1D6 P.P.E. permanently no matter what he creates that is permanent.

204. Can a carpet of adhesion spell affect insubstantial beings such as energy beings and those with the intangibility power or D-Phase Temporal Spell/Phase power?

Answer: Since they are not there physically they will not be affected.

205. In our Rifts game, we have also introduced a lot of Ninjas and Super Spy's stuff. What is the Coalitions view on Chi related abilities, and zenjoriki powers? What about people with body hardening exercises? Would they need to register or something?

Answer: Body hardening is ok, but mystical powers would be outlawed.

206. The 'Ricochet Strike' spell (Fed of Magic). During its casting, can the mage draw the blade/weapon from its scabbard, that he intends to throw while casting? Then at the same time he completes the spell, throw it?

Answer: Depending on how the spell is cast then they could ready the weapon, but cannot throw it while finishing the spell. So it will still take an extra action to throw the blade.

207. A level 6 water warlock summons a little ice monster for 40 ppe. A warlock has the ability to use the ppe from elemental monsters linked to the warlock. What stops the warlock from drawing the 110 ppe that an ice monster has, to summon an army of little ice monsters?

Answer: They are still subject to the rules for drawing P.P.E. from living creatures.

208. Hi there. If a character is caught in a magic net is he totally helpless? what about psionic powers or cybernetic/bionic implants that don't require and physical action to activate?

Answer: They will work.

209. Could you tell me what the conditions are in side a dimensional pocket bag like the temperature, how time passes, the space. Is it just a big void? is there air in the bag, if you fill it full air will it stay and so on!

Answer: Treat it as a void. As for temperature it would be 70% Fahrenheit and time would pass. As for air it will stay breathable.

210. Concerning the spell sustain (page 138 Fed. of magic). If the character doesn't need air, food, or water. Then if the character got his/her head ripped off, or got torn in half, then the character shouldn't die. because the brain doesn't run out of oxygen so it doesn't stop working, and the brain would not run out of energy until the spell duration runs out. So if the character

gets put back together then they won't die. so does this make sense to you? is this a possible optional ruling.

Answer: The spell might provide the necessary conditions for life support but the blood is still required to carry the oxygen to the cells, the heart to pump blood etc, the kidneys and liver to remove toxins from the blood. Death will still result.

211. If theoretically a powerful immortal being such as a god or such, were imprisoned within a rune weapon and then sometime later down the road a druid got a hold of said rune weapon and baked it in a magic cauldron of destruction (rifts:england p.41), would the entity inside be released or destroyed?

Answer: They would be destroyed.

212. The spell sub-particle acceleration. The process where you can overcharge an E-clip to cause it to explode. Can this be done at the range listed for the spell? If not then does the character have an action to teleport it away or throw it?

Answer: Yes, it can be done at the range of the spell.

213. In the Aliens Unlimited Galaxy Guide description of Riathenors, one of their spells listed is Teleport(Self). This is listed separately from Teleport: Superior. There is no Teleport(Self) spell on any spell list I know of. Is there such a spell? Can you either give me its description or tell me where to find it (book, page)?

Answer: This spell can be found in the Heroes Unlimited GM's Guide.

214. Where is the "Shape Bone" spell from Mystic Russia?

Answer: Sorry, it was left out by mistake but can be found in the Rifts Book of Magic on page 198.

215. Can a Psi Stalker feed on the PPE from Techno Wizard devices?

Answer: They cannot.

216. Can any wizard with the talisman spell create techno-wizard-type items? (example: armor of ithan amulet?)

Answer: No, they cannot, Techno-wizardry is exclusive to the Techno-wizardry, and wizards are restricted by what the talisman and amulet spells can do. To do anything further they would have to become a techno-wizard, or Alchemist.

217. If a 5th level spell gives you 50 M.D.C. per level what level do you start counting at? level one? Or the level you chose the spell?

Answer: You would use the level of the caster.

218. We have recently added a earth warlock into our group, and have bumped into problems with some of the spells. The wall spells, are they really supposed to be instant kills. Currently, when a wall (clay, stone, iron, etc.) is dropped on someone, there is no save, dodge, strike roll, etc. Could you please clarify?

Answer: Since you are aiming these spells, a strike roll is required, and the victim can attempt to dodge. And they are not instant kills, a character could still survive and be pinned underneath.

219. How would the spell 'Lifeward' from the federation of magic work on a Promethean from Phase World.

Answer: The damage would be converted to SDC, and then halved because it is a SDC attack on the Promethean.

220. If you get 7 magic tattoos as a human, does your strength get converted then to MDC strength?

Answer: It does not.

221. Does mind bond allow the casting of specialty magic? For example, if a ley line walker mind bonds with a cloud weaver, will he be able to cast cloud magic?

Answer: It does, if there is sufficient P.P.E. to cast the magic.

222. In the Federation of Magic book there is a spell called "Lifeforce". This spell works under the assumption that you are and SDC creature, the problem arises if you are MDC. You can use the spell to trade 2 SDC for 1 PPE or 1 Hit Point for 1 PPE. There is no exchange rate for Physical MDC. I assume it's 1 for 1, but let me know if there is another answer.

Answer: One for One works.

223. This question concerns the spell "Shadow Meld". It states that the mage becomes visible when enough light floods the area and disperses the shadows so he can no longer hide. Now, what about races like dwarves and gnomes who can see perfectly in total darkness. They never see shadows, therefore would the mage be visible or not to them?

Answer: They have nightvision, and cannot see in total darkness, shadows will still affect them.

224. When using Body Chi to pump up physical strength, at what point does the PS become Supernatural? Same for PE, and if so, how much would they be able to regenerate? Talked with one GM who stated the PS/PE will never be supernatural, but with the stat being above the normal limit (and easily in the 50-70 range, possibly up into the hundreds), I'm inclined to think it would cross a threshold where it would become supernatural.

Answer: They will not cross over some threshold and become supernatural attributes.

Monsters and Animals Questions

1. I was wondering if Rifts had any types of shadow dragons in it. If it does would you be able to send me any info (for stats, etc...) Any info would be a great help.

Answer: Yes, its in Sorcerers' Revenge (Cat. No. 841) on pages 109-112.

2. I'm wondering, are there stats for the "Unlisted" faerie folk? The mermaid, Satyr, Merrow, Will 'o' the wisp.. and I believe one other, are mentioned but stats are not given. Is this an oops or are they planned for another book?

Answer: All of these are listed in the Monsters; Animals book (cat. #454)--Mermaid (pg. 70), Satyr (pg. 74), Merrow (pg. 71), and Will 'o' the wisp (pg. 78). Although their descriptions and stats are geared for the Palladium RPG, they can be adapted over to Rifts.

3. In Psyscape in the description of the Zenith Moon Warper it says MA: 1d6+2. Does that mean the MA is only 3 to 8 or is that a typo? Considering the fact that the Zenith are suggested as good spies, that strikes me as odd...

Answer: It's not a typo. The Zenith Moon Warper has a M.A. of 1D6+2.

4. I noticed in Rifts Vampire Kingdoms that the mindolar slug has a lower amount of hit points than the one listed in Rifts Conversion book 1. I just want to know which one to go by.

Answer: Use the one out of Conversion Book One.

5. I have always wondered how much damage a tree elemental in Rifts would do to a vampire.

Answer: A Tree Elemental would do damage equal to its super-

natural strength as HP damage against vampires. (I.e. if they do 3D6MD they do 3D6 HP to vampires).

6. Are Fyr'kree Insectoids large enough to use giant-sized weapons? I'm asking because on the mission that I'm currently working on I plan on having the characters run into one that is being controlled by the main opponent. I will probably make it giant-sized anyway (it is an antagonist, after all), but I just wanted the official stance out of curiosity.

Answer: They are normal sized and do not use giant sized weapons.

7. How common are tuskers supposed to be (in the normal Palladium world)? My friends and I run into them every damn mission.

Answer: They are common in the old kingdom, baalgor wastelands, land of the south winds, and eastern territory, but they do not range in the numbers they used to.

8. If (for some reason) I were to ever decide to convert Systems Failure into the FRPG (or even Rifts, for that matter, I guess), would the Silkworms only affect humans, or could they affect human-like races (Elves, etc.) as well?

Answer: They can effect human like races....

9. It says that the Crystal Dragon can only Light and Dark magic. What are they? We can not figure it out.

Answer: They are spells that involve light and darkness i.e. Globe of Daylight etc.

10. In conversion book 1 all of the spirits of light have PB 40-60 is this correct? I mean I doubt that there better looking then Aphrodite.

Answer: Their P.B. is correct (their beauty is not just physical but ethereal as well).

11. There appear to be conflicting numbers on how common Tier 3 Lightning Bugs are in the Systems Failure RPG. On page 62 it says that they make up 3% of the bug population. Page 76 says they usually lead swarms of 1,000 - 1,000,000 bugs, which would put them below 0.1% of the bug population. Which of the two statements is correct?

Answer: Both are correct. They do not only lead swarms, but do other important tasks in bug society.

12. Can the Bugs from Systems Failure travel via satellite like they do through hardlines?

Answer: They cannot travel through satellites, or through any other method of wireless communication.

13. What are the stats for a normal horse in rifts? Which book is it in?

Answer: Normal Horse Stats can be found in Monsters and Animals along with hundreds of other animals.

14. In World Book 4: Africa, War is the only Apocalypse demon whose vulnerabilities include normal mega-damage weapons. The other three demons do not. Does this apply to all of them, or is it just there in case anyone thinks War can't be killed by normal M.D. weapons?

Answer: It applies to all the Apocalypse demons and is just a reminder.

15. How much does a Mologoth weigh (Baalgor Wastelands, p50)?

Answer: (Bill Coffin) Hoo boy. Heavy, like a T.Rex. Off the top of my head, I'd put them at around 5 tons (10,000 lbs.) or 4.54 kt (4,540 kg). To be sure, though, I'll check my sourcebook once I get home to remind me of their exact dimensions, so I can com-

pare them to something like an elephant and make sure that 5 tons isn't way off base.

16. I was wondering about the stoning eye beams of the Maggot. It has to do a roll to strike and they can be dodged according to the book. Well, let's say the Maggot rolls a 12 to strike, the defender rolls a 11 to dodge, so it hits him, but the defender is wearing studded leather armor. What happens? Is the armor turned to stone, does nothing happen, is the person still stoned because of the nature of the attack (hit or miss type proposition)?

Answer: It would be a hit or miss style attack. If hit by the eye beams the victim gets a saving throw vs magic.

17. In Canada it says that Loup Garou are invulnerable to damage from magic weapons and magically created energy such as fireballs. Does this immunity apply to other werebeasts as well?

Answer: No. The Loup Garou is a special case werecreature.

18. Concerning the Loup Garou in Canada (Book 20) the hit points seem to be listed twice. Which is correct?

Answer: Use the second listing for the moment.

19. I have a question about Systems Failure: can a bug enter something like an outlet if it leads to nothing but a dead wire (ie the wire is cut.)?

Answer: They can, and emerge at the cut wire. (likewise they are traveling through a live system, and that line is cut, they will emerge at the cut end).

20. What makes a supernatural creature lesser or greater how can I tell the difference for the spell Constrain Being. What are the entities from the Control/Enslave Entity spell and Summon Entity spells?

Answer: Entities are those creatures that fall under the entity subclass. Entities are listed in Beyond the Supernatural, Monsters and Animals (2nd ed) and the Rifts Conversion Book. This is a list of lesser and greater Supernatural Beings from Beyond the Supernatural (1st edition). This list can be easily used for the other Palladium Games. Creatures not on this list, should be able to be placed by comparison with the creatures already on this list.

Lesser Supernatural Beings:

Banshee
Boschala
Burrowers
Dar'ota
Dimensional Ghoul
Dybbuk
Entity: Poltergeist
Entity: Syphon
Entity: Haunting
Entity: Tectonic
Entity: Possessing
Garkain
Gargoyle
Gurgyle
Grave Ghoul
Gremlin
Hell Hounds
Malignous
Nacarrant
Sowki
Spider Demon
Tokolosh
UFOnaut
Werewolf
Greater Supernatural Beings

Supernatural Intelligences
Elementals
Goqua
Mindolar
Vampires
Ancient Gods and Demigods

21. I have a question. In the 2nd Ed. Monsters & Animals for the Palladium Fantasy RPG, the entry on the Beast Dragon says that the Breath Weapon does 3d6 MD is this an error or should it read 3d6 SDC?

Answer: That is correct, it should say S.D.C.

22. I have a few questions that I was hoping you could shed some light upon. First of all, what kind of horses do Wolfen ride? I own two horses myself and I have a hard time imagining something 8 feet plus riding a "Riding and jumping horse". Over the years we (my friends and I) just assumed that they rode something like a Clydesdale. True these are large and strong horses, but they are meant to pull weight, not carry it. When you figure in the creatures' weight, the saddle for something it's size, any equipment it would be carrying as well as personal armor, the weight gets to be considerable. Giant beings like Wolfen are mentioned as being able to assume any Man at Arms O.C.C. yet there is no mention of special considerations as far as horsemanship. Now this hasn't been an issue that has unbalanced the game, however more and more often we are playing these giant-sized races and it has caused some mildly annoying disputes about things like my friend who plays a Troll Paladin. As a G.M. I want him to play some thing he wants to within the rules, but I personally don't see how a 12 foot troll in full plate can ride ANY horse. I introduced something I made up called a "Troll War horse" many years ago. This was to be a rare breed of massive stock. It works for now, but the question still lingers. Any suggestions or comments are heartfully appreciated.

Answer: Wolfen and most other giant races generally do not ride horses, and in battle tend to fight on foot (they are big infantry). Larger horses can accommodate some of the larger creatures can ride normal horses, generally those of the larger breeds. At other times they may use magic or ride other creatures.

23. Regarding the Great Dream Snake from Rifts World book 14: The New West. MDC for these beasts are supposed to be Physical Endurance times 1000! Can this be true? Or is it supposed to be PEX100 or even PEX10? Ancient dragons go home!

Answer: It is correct as listed.

24. This pertains to MDC creatures. In Warlords of Russia, the Steppe Ostrich is listed as both a steed and a food animal. The T-Rex from New West is similarly listed as a food source. Both of these creatures are MDC, not SDC so how can they be eaten by normal beings? Numerous other entries refer to bones, teeth and hides being used as armor. This seems to be a real contradiction. MDC creatures are still MDC when they die so it would be like eating Dead Boy Armor!

Answer: Size, hide, bones etc could provide the MDC protection, plus possibly magic/supernatural augmentation while alive only. The meat itself could also be tenderized (hit, softened, boiled etc to make it soft enough to eat).

Non-Combat Rules Questions

1. I have found no reference to the height and length one can leap (standing still and running) if they have Supernatural P.S. (Rifts) or Superhuman Strength (Heroes Unlimited).

Answer: For humans, figure that normal untrained characters can leap 4' high and 5' long. Characters with either the acrobat-

ics or gymnastics skills increase their distance by 2' per level of experience (Note: This is 2' for either skill; having both skills will NOT increase the distance beyond the 2'). Modifying a character's leaping distance for physical attributes (i.e. speed, strength, and/or prowess) is an option for the individual GM. If so applied, characters with Superhuman/Supernatural Strength would leap twice the normal distance (i.e. 8' high and 10' long plus 4' per level of experience).

2. My question deals with physical skills. I know that the SDC bonus only counts towards SDC beings, but what if the MDC being was trained in a place with MDC workout materials? What if a MDC being goes to Atlantis and trains in a MDC equivalent of a Bally's or something, would the SDC bonus count towards MDC beings as a MDC bonus then? I mean there has got to be places that MDC beings can workout too, most of Rifts Earth has MDC beings on it.

Answer: This would be an option for the individual GM. The standard rule though is that M.D.C. being do not gain M.D.C. bonuses from physical skills. They do though gain the other bonuses from physical skills

3. Why can't you have multiple OCC's with Psychic character classes?

Answer: The psychic characters powers are very specific and natural powers. They cannot suddenly just develop a new set of natural powers.

4. What happens when a character has minor or major psionics and switches o.c.c.'s. Do the power's forever freeze at that level, or do they continue to progress in the new o.c.c?

Answer: They continue to progress in the new O.C.C.

5. On page 101 of Warlords of Russia it states that Robotic strength causes the char to have only 45% sense of touch. On page 239 of Rifts RPG, it says that full conversion borgs have a sense of touch of 43%. My question is, the borgs of Russia have a better base of sense of touch or is it that I am just missing the statement where they have a better sense of touch.

Answer: The Russian Borgs have a slightly better base of sense of touch.

6. If a Character changes OCCs, does that character retain his/her original OCC's abilities?

Answer: Yes, they retain their classes original abilities but they are frozen.

7. If a Character changes from one Men Of Magic OCC to another, how do you determine the power of his/her spells?

Answer: If the spell can be used by either OCC, use the higher level of the two.

8. If a non Psionicist Character changes to let's say a Techno-Wizard, would that character gain the Psi Abilities?

Answer: Yes, they would.

9. An Achilles Neo-Human R.C.C. with a Temporal Wizard O.C.C.; Is that a legal character combination?

Answer: Yes it is a legal combination.

10. If a character has a martial arts form that doubles his/her chi, would that character's PPE also be doubled if they were in Rifts Earth?

Answer: No, P.P.E. isn't doubled by chi multipliers.

11. When is the Horror Factor for Wolfen or Changing PC's applicable and does exceptional Physical Beauty cancel it out?

Answer: Generally when first encountered, and something

startling could occur, i.e. not just walking down the street of a Wolfen city, but turning into an alley in Timro only to bump into the chest of a Wolfen Legionnaire would cause a HF roll.

12. Would a juicer conversion affect the Mystic Ninja's mystic powers?

Answer: Yes, since its considered a cybernetic conversion and would have the negative effects related to that.

13. My juicer has a PS of 43, could this be considered supernatural, if so at what equivalent?

Answer: It is considered Superhuman not Supernatural.

14. What is the description and base skill% for: Movement (Zero Gravity), Astrophysics, EVA(?), and Consortium Law. Is Navigation (Space) the same skill% as Navigation (main book), and Pilot (Contragravity Pack) the same as Pilot (Jet Pack)?

Answer: Descriptions and bases for these skills are on pages 150-151 of Phase World.

15. Can supernatural creatures get Bio-Wizard transmutations, augmentations and reconstruction's? If not, why not?

Answer: It will depend upon the specific creature(s) involved and the specific augmentations but, in many cases, they can get these Bio-Wizardry enhancements.

16. Does a spellcaster or psionic need the skill pilot power armor to use TW power armor?

Answer: Not for rudimentary piloting; yes for anything beyond that.

17. How should I go about converting Yin-Sloth Jungles to 2nd Edition Palladium Fantasy?

Answer: Conversions for the Palladium 1st Edition should appear in an upcoming issue of the Rifter. For now, just extrapolate the Yin-Sloth OCCs over to the 2nd Edition rules.

18. If a T-man loses an arm does he have to wait until the 4th or 5th level to activate tattoos he cannot touch with his remaining hand or can he get a bio-system arm and use that to activate them in the in-term?

Answer: He can use a Bio-system arm.

19. What is CHI listed on some of the character sheet?

Answer: CHI was introduced in Ninjas & Superspies. It is the energy of life that flows through the earth and every living thing. It was included on the Sourcebook character sheet because that character sheet was originally designed to encompass that system as well. On the later character sheets (such as those in Rifts: Mechanoids and Rifts: England), CHI was dropped. If you are integrating CHI into a non Ninjas & Superspies campaign, it is equal to a character's P.E. plus any modifiers for specific martial arts.

20. I have noticed that many NPC's have very high S.D.C. scores. On page 9 of RIFTS RPG collector's edition, it dose not say that you can increase your S.D.C. score except through physical skills. is it possible to make these gains just like with ones hit points?

Answer: No, S.D.C. is a one-time bonus. However, it can be deliberately augmented (but will not automatically improve with experience like hit points do).

21. Can a person (normal) with a high PS use any of the big weapons in Warlords of Russia? If so, how high does it need to be?

Answer: A P.S. of 24 would have no problem, a P.S. of 20-23 would suffer a penalty of -2. to strike.

22. The martial arts in your system is very good but I have a question. the rifts japan book and the conversion book are not consistent. I like to know which is correct.

Answer: If the adventure is taking place in Japan (or with someone who has been trained in the Japanese martial arts), use the Rifts: Japan rules; otherwise, use those in the Conversion Book.

23. Are there rules published for creation of starships, power armor, robots, etc. for the Phase World Rifts system? If there are, where can I find them? If not, any suggestions and/or guidelines?

Answer: So far none has been specifically done for Phase World. There are rules in Aliens Unlimited Galaxy Guide for the Heroes Unlimited systems but will require conversion for the M.D.C. setting of Phase World. The other option is to find something similar to what you want to make and base your stats on it. If you wanted to make stats for a CAF Troop shuttle use the stats from the TE "Rain of Death" as guidelines to what type of stats it should have.

24. Can pc or npc go beyond level 15? If so how do you find out how much experience it takes to get to the next level beyond 15 and what kind of bonuses do you get for your hand to hand skill? Also if your a spell caster can you get more P.P.E.?

Answer: The experience tables in the various Palladium games only go up to 15th level due to space limitations; however, it is possible for characters to advance beyond 15th (if the GM allows it). It is simply a matter of extrapolating. Take the difference in experience points for the O.C.C. between 14th and 15th level and use that as the amount needed for each level above 15th (Note: this is just a guideline, a GM who wishes to could double or triple the experience points needed to advance at these high levels). There is no upper limit other than what the GM will allow for their individual campaign. Spell casters that surpass 15th level will continue to receive their normal P.P.E. increase per each level.

25. I have a quick question for you. In Heroes Unlimited 2ed all the characters have a base SDC rate except for the Physical Training (pg. 186 to 189), All they give is the plus SDC bonus. Can you tell me what the base SDC is for that "OCC".

Answer: The base physical training SDC bonus begins at 30 before the other bonuses.

26. How many times can you change an OCC? When you change how many skills do you get and from what OCC skills, related or secondary?

Answer: Treat multiple O.C.C.s in Rifts as you would in Palladium. Characters that wish to learn a new O.C.C. must first advance at least one level in their current P.C.C./R.C.C. At second level (or wherever desired), they may opt for training in the new O.C.C. as soon as they reach that new level (it cannot be done after they have advanced in their new experience level). When the character begins their new training, they are zero-level in the new O.C.C. The character must earn experience points equal to the new O.C.C.'s second level (if Men of arms or adventurers) or third level (if magical or psychic). When that amount of experience points is acquired, the character has passed their apprenticeship and is now at first level in his new O.C.C. Once characters change over to their new O.C.C., they retain their old skills (but frozen at the levels they achieved before the change) but all new P.P.E., S.D.C., and other increases will be based upon their new O.C.C. all new experience points are awarded to the new O.C.C. Characters who change to a new O.C.C. will get all of the O.C.C. skills and special abilities, but only HALF the number of O.C.C. related and secondary skills. When powers/skills are duplicated, they get whichever

is the better of the two, they do NOT add them together. For special powers and abilities that specific O.C.C.s may possess, adjust where necessary. At the GM's discretion, characters may continue to change O.C.C.s repeatedly as long as they pay the experience points for their apprenticeships.

27. If a character built enough robotic bodies and equipped each with a receiver and transmitter for intelligence transfer, could he hop from one body to another?
Answer: Yes, that could be done.

28. Does Related skills and OCC skills get the bonus per level already at first level?
Answer: No, they do not get the bonus at first level.

29. What is the rule for characters wanting to change OCC's, or once they have changed, going back to the original OCC. Also we had a RCC (Sea Titan), that wanted to change to another OCC, so our ruling was that a "Sea Titan" was a man at arms OCC, so he could change to a new man at arms OCC by freezing his current level and starting at level 1 in his new OCC, experience needed for new OCC would be the standard required. If he wanted to change to an OCC outside of "man at arms" then it would take twice as many experience points for each level. What is your opinion on this ruling?
Answer: A character returning to its original OCC would have to undergo a refresher period equal to its 1st level of experience to get back to its original level of its former OCC. It seems like a fair ruling.

30. Is there a skill currently for making ancient melee weapons, ie swords, spears, axes?
Answer: The Blacksmith Optional O.C.C. from Northern Hinterlands (page 168-169) has the Metalworking skill in its description that can be used for this.

31. What piloting skill is required for CS Sky cycles of various kinds (they aren't Hover Crafts as such)?
Answer: Pilot Jet Aircraft.

32. What, in game terms, does it mean if a character has supernatural PE?
Answer: Supernatural P.E. would allow a person to keep running almost indefinitely without tiring, resist magical disease, and heal faster than normal.

33. Can a crazy become a Juicer?
Answer: No, the Juicer drugs and M.O.M. conversion are incompatible with each other.

34. Is it possible for other races other than humans to have exceptional stats. As in like the humans 16+ on 3d6 is another d6. If so what is the rule or standard for figuring out the numbers required.
Answer: It is possible.

2D6 - a single die on a 12 (no additional dice)
3D6 - a single die on a result of 16, 17 or 18, if this dice is a 6 roll another bonus dice (max 30)
3D6+ - a single die on a result of 16, 17 or 18, if this dice is a 6 roll another bonus dice (max 30), then add in the +
4D6 - no bonus die.

35. How are the pilot and horsemanship skills to be used? I have ruled that every time a PC starts a vehicle or mounts a horse (or whatever) he must make a successful skill roll to do so. He must then make a roll every time he tries a complicated maneuver (a barrel roll, spinout, steeplechase style jump, etc.). Do you have any suggestions that differ from my system?

Answer: Standard things (starting up a vehicle, mounting a horse, etc.) do NOT require a piloting roll; however, complicated maneuvers do

36. I'm having trouble with my players trying to use skills that they don't have. Is there a base skill percentage that should be used in this situation? (The players are trying to perform a logical and reasonable task i.e. trying to locate a door that a villain had gone through.)

Answer: For attempting a task that they are unskilled in, a character should roll percentile vs. an applicable attribute (i.e. IQ, ME, PS, PE, etc.).

37. Why is Physical Endurance used for saving against magic?
Answer: It is the most applicable attribute.

38. What would be a good way of handling perception in the game? Am I reading the rules correctly in that if a person fails their prowling roll that they are automatically seen? What about a guard who is watching over an area and someone tries to get past him who doesn't have prowling by the system in there a way of handling this?

Answer: Perception Rolls are on pg. 66-67 of the Nightbane RPG. Essentially it involves rolling a D20 (with possible bonuses for high IQ, and certain R.C.C./O.C.C.s) vs. a given situation (ranging from easy to difficult).

39. I have a question. If an RCC can pick an OCC, when picking skills, do you get the RCC skills, the OCC skills, or both?

Answer: Generally if a R.C.C. selects a O.C.C. they lose their R.C.C. skills unless stated. Certain skills inherent to the race may be retained, like native language, or skills common to all in the race.

40. Attributes in the exceptional range for some systems starts at 16 and in others at 17, should one be used in one game and on in another? Skill levels also seem to vary how should this be converted?

Answer: Some systems start their table at 16 and some at 17, but the bonuses are still the same for the same attribute. You can use whichever table you prefer. With Skills, you should use the skill percentage for the particular dimension/system being played in. For example learning a language in a TMNT setting you should use the TMNT version of the skill, but if learning in Rifts use the Rifts version of the skill.

41. In War Campaign, Joseph Proseks' ME is listed as 23, and his MA is 19, and yet gets no bonus vs. psionics, and only a 55% trust intimidate. Shouldn't these two attributes be reversed?

Answer: It an omission, feel free to add the attribute bonuses to save vs psionics

42. Can gene-splicers mutate Atlanteans?
Answer: Yes they can.

43. When converting a Nightbane to the rifts world. When in human form is he/she a sdc or mdc creature and when in nightbane form is he/she a sdc or mdc creature?
Answer: When in Facade form they are considered SDC creatures, and when in Morpheus they are MDC creatures.

44. I was wondering how Chi is changed in Rifts. Does Chi do MDC from the increase in energy? Also how would Chi effect someone without Chi?

Answer: The best answers are in the Rifts Conversion Book or in the Rifter #3 (mystic china conversions)

45. A character's PS is able to be increased, via superpowers, physical skills, and gensplicing, could you possibly give me an expanded table? (My Character's PS is 75)

Answer: Notes for attributes beyond 30 are provided in the Rifts Conversion Book, or in Heroes Unlimited. For P.S. beyond 30 the damage bonus increases by +1 for every point beyond 30. So your character with a P.S. of 75 has +55 to SDC damage.

46. I just had a quick question regarding the Yggdrasil tree in "Pantheons of the Megaverse." The information provided in the books says that after a character performs the gift of knowledge ritual, he/she must make a save vs coma/death that is the character's PE +1% per level of experience. Does this savings throw include the character's PE bonus to save vs coma death (if applicable)? So, for example, if my 1st level character has a PE of 18, would his saving throw be 18% or 24% (i.e., 18%+ 6% PE bonus)?

Answer: The base saving throw vs coma/death is P.E. + 1% per level, so bonuses to coma/death will apply.

47. Several character classes get a save versus disease bonus but don't give a save target number. Also does the character's P.E. bonus apply to this save? The save target number is based on the disease itself. P.E. Bonuses apply to this save.

Answer: The save target number is based on the disease itself. P.E. Bonuses apply to this save

48. I would like to know what the guidelines are for using Ninjas & Superspies/Mystic China Martial Arts in the HU2 setting. My GM tends to stick by what is directly from the source-books/supplements so I need to know how I can Integrate the two games "officially".

Answer: There are conversion notes in the back of Ninjas and Superspies, for integrating the two games.

49. What happens if you lose all of your P.P.E.; are there any penalties?

Answer: There are no special penalties for having zero PPE. With rest the PPE level will be restored.

50. Can the Diabolist research and create new wards, or is he limited to what's in the book?

Answer: Technically they can research new wards, but most of the secrets of ward magic are lost, and they are using only the remnants. Lost wards of legends may be discovered by the diabolists like lost circles or spells.

51. If a Diabolist created new wards, what would the game guidelines be for such a process?

Answer: A similar process to that of creating spells, try looking in Through the Glass Darkly for ideas.

52. I have a question about Heroes Unlimited; How would a character create a new technology, such as the timer from Sliders (Dimensional Travel) or a force field generator? Are there any rules on this somewhere that I don't know about?

Answer: There are no rules as such for doing this. The character should be a hardware character, and would suffer from massive penalties. Crossdimensional travel devices can be found in Transdimensional TMNT.

53. Can an Achilles Neo-Human R.C.C. have an O.C.C.? If so which ones can I choose from? Do I get both the RCC and OCC skills? Would I use the RCC exp. table or the OCC exp. table?

Answer: Yes they can elect to take a O.C.C. at a later level. Use the rules for changing O.C.C. (tall their powers and abilities from

the Neo-Human are frozen).

54. Is it possible for there to be a 1/2 Vampire in any way, or with a Vampire of Human origin to mate with a Human and produce offspring?

Answer: It is not possible to be a half anything (with the exception of a very few cases such as human/ogre) in Palladium. Vampires since they are dead are likely to be sterile.

55. Are there any official rules on how long a character can hold their breath? If not, what would be a reasonable suggestion?

Answer: P.E. in Melees is a good suggestion if not doing anything.

56. Several races and classes have the natural ability to turn themselves invisible. It is never clarified whether this invisibility is of the simple or superior variety. Our group has a member that can see infrared and heat. If the natural invisibility is simple, he could see them. If it is superior he would not be able to. Please clarify regarding these races and classes.

Answer: Generally the invisibility is Invisibility Simple, unless otherwise stated.

57. When dimensional travelers say from one of the other Palladium game worlds such as Beyond the Supernatural, Rifts, or any of the others travels or gets transported to the Palladium Fantasy world, what happens to say like their fire arms, computers or other advanced gear? Can they keep and use it? Are there any controls to keep importation from being abused?

Answer: It is generally up to the GM as to the limitations involved. Generally MDC if any is converted to SDC, and a AR provided if applicable. Also repair, and recharging might be a problem, i.e. once the gun/laser runs out of ammo, it is useless.

58. In Ninjas and Superspies it mentions something called T.M.F. (Transient Maneuvering Factor). What exactly is this, and how do you determine it?

Answer: TMF is detailed in TMNT Guide to the Universe. and is a version of PP for vehicles, the higher it is, the more maneuverable the aircraft is. For more detail on TMF it is recommended to look at this book.

59. Can a T-man activate a tattoo with another part of his body other than his hand? (ie his nose)

Answer: Yes they can.

60. Can a person that sees the invisible see every detail of the invisible object or just a vague outline?

Answer: They can see all the details as if the invisible object was visible.

61. Recently, I've developed a small problem. I am playing a group of characters in the Three Galaxies, and they are chasing a villain who went through a rift at Phase World. My characters suspect the villain went to the Palladium world and are preparing to go there. Now, I have some of the Palladium books, so I can run the adventure, but the problem is their mega-damage weapons and armor. One of my players made a convincing argument that although magic weapons will become SDC because of the low magic on the planet, there is no reason why technological weapons and armor, like lasers should become SDC. I know the rules say to turn ALL mega-damage equipment into SDC, but right now I'm in a quandary. Wouldn't it make sense to leave their weapons and armor as MDC?

Answer: To make this easier for mixed games, converting MDC to SDC is essential, but you can do what you want in your game. If you believe that their stay in the fantasy world is a short stay, then you could rule MDC damage and armour

remains MDC, with a possible dimensional devolution to SDC over time (weeks, months).

62. Are there any published rulings regarding getting into/out of armor? The example given in the Rifts main book (in the combat section, with the bandits and their SAMAS), seems to indicate that armor can be donned in 2 action. My GM rules that it takes 1 full minute (4 combat rounds). Any suggestions? Also, would Power Armor be different than MDC body armor (as far as time requirements go)?

Answer: Depends on the armour involved, most armors would take several melee rounds to 2 minutes to don, however armored vests, jackets/coats can be easily put on quickly (several attacks/actions).

63. My question involves the stats for some of the gods in the Rifts system. In your book *Dragons and Gods*, you give M.D.C. stats for the Palladium gods when they are on Rifts Earth. Are these stats before or after the 1/5 decrease whenever a god appears on Rifts Earth? The reason I ask is that some of the M.D.C. stats for the Palladium gods presented in *Dragon's and Gods* is really high, and comparatively higher than the Earth M.D.C. stats for the gods presented in *Pantheons of the Megaverse*, who are gods who have been established on Earth for eons longer, yet are inferior in M.D.C. to the gods from the Palladium world when and if they appear on Earth. Could you please clear this up for me because I still can't see how Od would have a higher M.D.C. on Earth than one of the most powerful Earth based gods like Odin or Zeus.

Answer: The MDC values are correct. However as GM you may wish to adjust these values in your own campaign.

64. Can Ley line Rejuvenation be used for MDC Ley Line Walkers. If so how much MDC is rejuvenated?

Answer: Yes, only 2D6 MD is restored though.

65. I have seen several references to 'All attributes are supernatural'. I know what this means for PS and PE but what about the other attributes. Does having Supernatural Speed, ME allow further bonuses?

Answer: It has no effect in game terms apart from physical attributes of P.S., and P.E..

66. How much sleep does a being with Supernatural PE, PS need per day or can they go for several day without sleep?

Answer: Supernatural P.E. provides 4 hours sleep per night indefinitely without any ill effects although 5-6 hours is better. Rules for Sleep Deprivation can be found in the *Heroes Unlimited G.M.'s Guide*.

67. If a supernatural character with MDC regeneration is infected with Negative Chi (if normally filled with positive Chi), or vice versa, would their regenerative capabilities be affected?

Answer: Bio-regeneration common to many MDC creatures could be considered akin to the Healing Factor Super ability (minor) in *Heroes Unlimited*. These creatures have normal Chi, but can heal chi at their normal rate, and are invulnerable to Dim Mak. If they are infected with negative chi, they can dispel it at one point per hour.

68. I was wondering what the rules were for psionic characters in the *Robotech* RPG. Like, what can a weak psionic do? What are the "minor" skills and the "major" skills? Are there any special notes for psionics?

Answer: There are no rules for psionics in *Robotech*, except for certain races in the *Sentinels*. If you want psionics you can adapt the rules from *Nightbane*, *Rifts* or *Systems Failure*.

69. I have some questions about chi, from *Mystic China*. Is there chi on Rifts Earth as well? What about the skill packages. Can I use those?

Answer: If you are using *Ninjas and Superspies* and *Mystic China* in *Rifts*, it is recommended that you incorporate Chi into *Rifts*. As to the Skill Programs, use those programs with *Ninjas and Superspies* characters, otherwise, use the standard OCC skill system from *Rifts*.

70. The XP chart states that a character can earn 150 to 300 xp for killing or subduing a great menace. What exactly is a menace. Is it a menace to society or a menace to a character. If the party is all good but one person is selfish or evil, does that selfish or evil person get XP for something that may not have been a menace to him. Is this situation alignment based or is it based off the social norm. If based off the norm for society, how do bad guys get XP?

Answer: The menace is in relation to the characters. I.E. a horde of 20 Orc warriors, a Solitary dragon etc.

71. I was just wondering something, in *England* the god Dagda has a Horror Factor 19 in pantheons practically none of the gods have a horror factor above 18 I mean how scary is a crazy old man?

Answer: Those who know him, or of him, tend to be very very afraid...

72. The damage for a supernatural punch is Xd6 (possibly times 10) now how would a higher strength effect this damage such as an addition modifier at the end of it (let's say a Supernatural strength of 28, the character gets 3d6 MD would he add the damage bonus to that in MD)?

Answer: The damage bonus remains SDC only, so a character with a supernatural Strength of 28 would do 3D6 M.D. plus 13 S.D.C. damage with a punch. In M.D. combat the S.D.C. damage is simply removed for a total of 3D6 M.D.

73. Are the stats on the *Wilderness: Hunting* skill in *Rifts Main* one time only or Per Level?

Answer: Since they are bonuses, they are only one time only.

74. Are the ice skating speeds from *Rifts Canada* cumulative? I.E. Figure skating gives 3x running speed and ice hockey gives 4x running speed. Would the two of them give 7x or just the better of the two?

Answer: Use the better of the speed multipliers.

75. How should environmental body armor effect spell-casting and psionics?

Answer: The rules for this can be found in the *Rifts Book of Magic* on page 21.

76. As I understand it the juicer drug harness uses hypodermic needles to inject the drugs. So by "logic" if you were to make the needles and Bio Comp out of silver would you be able to use it on a were creature or vampire?

Answer: Technically yes, But the chemicals would have no effect at all, nor would the bio-comp function.

77. Do MDC being's corpse turn SDC after they die?

Answer: They do not.

78. Our playing group has been bugged by a certain question that has come to in mind. Considering that mutant animals do have a certain amount of genetics related to humans, do they have the potential to reproduce with humans? If it is possible, what would the offspring appear as? And yes, even though this is an odd question, it is a real one.

Answer: Mutant animals cannot interbreed with humans, or any other mutant animal (unless they are of the same species).

79. In regards to Rifts, How is it that trust/intimidate and charm/impress work? Do you just roll % and if you pass the npc/pc is now either charmed/impressed or trusts you? Is there a way to save against this roll?

Answer: It can be used for first impressions, and as a aid in role playing. I'll try and talk him into letting me sit in the sports car (GM rolls for the PC to see if the NPC trusts the PC to allow him to sit in the car). There is no save, but role playing may add bonuses or penalties to this role. Other factors like voice only, may negate the P.B. bonus.

80. What are the basic guidelines for creating Deities? I have Dragons and Gods and it sorely disappointed me in that area (although it is one of the best books I have).

Answer: There are no hard and fast rules, the best idea is to use the gods for a template, or look at Pantheons of the megaverse.

81. When determining hit points in a newly created character would you use the original P.E. score or the modified one depending on which physical skills were selected? I'd say the latter but I think others should know the "official" rule.

Answer: You use the modified P.E. attribute to determine base hit points etc.

82. Where would I find rules for radiation for the rifts RPG, caused by ruptured nuclear power supplies, or nuclear weapons? If there are none could you give me some ideas on how to use radiation.

Answer: Coalition Navy has rules for nuclear weapons, Dead Zones (radioactive hot spots) can be found in Warlords of Russia.

83. One of my players was making a Janissary O.C.C. and during step #3 where you determine psionics he rolled Major Psionic ability. In accordance of the psionic rules the Janissaries other skills are reduced by half. Because the Janissary O.C.C. related skills make the character take two from Military and two from Espionage and then gets four other skills of choice, does that character lose all four of his other skills or should he receive two of the four.

Answer: He loses the 4 other skill choices because he has 8 total OCC related skills.

84. Roy Fokker is listed as having a 99% chance to pilot a jet. If a player spends two slots on a piloting skill, can he too get 99%?

Answer: No, however, given enough time, O.C.C. bonuses, and experience the skill could be raised to 98% which is the maximum.

85. In Rifts, do starting IQ Bonuses apply to spells that have a percentage? (i.e. Exorcism, Object Read) Does it also apply when you get new skills? Or only when you start the character?

Answer: Only to skills, not spells or psionics that give a percentage.

86. In the Heroes Unlimited game. The bonuses for body building is it adds to your P.S. and 10 to your S.D.C.'s. Now this is my question do you get those bonus every time you perform the skill or when you pick the skill during the making of your charter only. Cause my game master lets you get them every time you do the skill and has made for some really strong N.P.C. that can kill someone in one hit.

Answer: The bonuses from Physical skills are one time bonuses added to the character when the skill is first selected. Also

physical skills cannot be selected multiple times.

87. If, by some miraculous and incredible means, a MORTAL character reaches 20'th or more experience level, can he be considered to have reached demigod or godling status? Does he become effectively immortal?

Answer: No, and No, he is just very powerful/Knowledgeable, but he doesn't become a immortal, except perhaps in legends and tales of his exploits.

88. In the rifts main rule book it has no mention towards making a check against an ability score. Is this possible? and if so what die and/or how would you do it?

Answer: It is possible, Roll a D20, with modifiers based on the circumstance (the GM should decide the modifiers) and if the roll is below the attribute then the roll is successful.

89. In HU2, under skill programs it lists Basic Pilot Program but doesn't give any skills, just says they can be taken as secondary skills. What skills would be standard for taking the program?

Answer: The skill program contains no skills, instead skills from the Pilot Basic category can be selected as Secondary Skills.

90. If I don't have the prowl skill but it is important to prowl, what would I roll under?

Answer: Your P.P. attribute on a D100.

91. What would be a reasonable repair time frame for player characters to fix MDC damage on body armor, power armor, robots, and vehicles?

Answer: Minor repairs can be done in a hour or so, longer repairs up to several hours, while extensive repairs may take days or weeks to do. This all depends on accessibility of spare parts and components, tools and facilities.

92. Would the psychic still gain powers as he advanced in the new O.C.C.? Example: A 6th level Neo-Human (SA2) gets 2 psionics per level. He becomes a 1st level Rogue Scholar. Does he still gain psionics as he advances as a Rogue Scholar? What about Magic or "semi-Psi"(Cyber Knight, etc.) O.C.C.'s?

Answer: New Psionics will not be gained as they increase in level. The character literally forfeits their old class, training in their new one, so all progression in their old class is effectively frozen. The same applies to other classes that could get psionics (they do not gain them).

93. When repairing power armor should a roll for every 10 points for success be made or just once for each location (arm, leg, main body ect.) example. 50 points 5 rolls or just 1 roll, and what time frame to effect repairs just armor repairs. I've heard an hour but is this 1 hour per loc. or for each 10 points.

Answer: You roll once per section, but additional rolls may be required depending on the severity of the damage. As for repairing armour, generally require 1-2 hours per 10 M.D.C. in workshops, and can take up to 3-4 times longer to perform.

94. It was mentioned in 'Through the Glass Darkly', that it was hard to construct new spells due to the 'psychic environment', which is why the percentages are pretty low. But for an environment like Palladium or Rifts, where magic is well established, are there any modifications to the new spell construction rules?

Answer: There are no modifications.

95. When a high power R.C.C (i.e. dragon), changes to an O.C.C such as the Line Walker, what experience table do you use?

Answer: With a high powered R.C.C. like a Dragon, they continue to use the R.C.C. experience table.

96. Can MDC material be repaired in the field, with minimal tools(laser torch etc) and spare sheets of MDC material removed from other structures?

Answer: A Operator could do that, but such patching would be temporary, and may not hold, or be really effective.

97. I know a character of magic is limited to tattoos in Atlantis. What are the limitations concerning a character of psionic abilities

Answer: There is no limitation to psionic characters having magic tattoos apart from the standard limitations applying to race.

98. Is the save vs. Temporal magic the same as regular magic? Is there a different save to it (example: save vs Temporal magic - 14?

Answer: It is the same as normal magic.

99. In PFRPG, if I pick acrobatics, gymnastics and tumbling, what will be my sense of direction, backflip and climb/ rappel skills be at? Do I just pick the highest one, or do I get some bonus for picking all three?

Answer: You use the highest skill.

100. Is there a psychiatrist skill anywhere in your books and if not what would the requirements be and the skill proficiency be?

Answer: As for the Psychology Skill it can be found in Beyond the Supernatural 1st edition (currently unavailable), and its base skill is 40% + 5% per level. It is a Science Category Skill.

101. If a character who is classed a supernatural with bio-regeneration is killed (fails save vs. comma death) will the bio-regeneration bring them back to life. One of our characters thinks it should but I do not.

Answer: No, dead is dead, bio-regeneration will not be able to save the characters life at this point.

102. Can one dual-OCC into a PCC? It seems to me that one cannot just "become" a psychic by Dual classing...

Answer: You cannot.

103. Can a soul harvester harvest a soul from a bug, the ones from system failure?

Answer: They can, in this case the soul would be the bug.

104. Can a player takes his dragon character up to 15th level in one session simply by having his character practice back flips for a game day or so.

Answer: This is to get the skill experience points, only meaningful use of the skill should count (used under stress, to do something important etc, not just because they can). When used in the manner above it should not gain experience points.

105. When selecting skills that can be taken twice for professional quality (such as art or writing) can you spend one skill selection at character creation to acquire an amateur talent in an area, and later spend an additional skill slot on it to improve the quality to professional? If I select art as an OCC Related Skill, do I have to spend another OCC Related Skill slot at a higher level to increase my proficiency to professional level, or can I use a Secondary Skill slot?

Answer: Yes it is possible.

106. Why do certain O.C.C.s, like the Imperial Legionnaire and CAF Trooper from Phase World and the Coalition Grunt from the Rifts Main book, are given "Robot Combat:

Basic" as an O.C.C skill, but not "Pilot: R & PA"? as an O.C.C. skill? How can someone be trained in fighting with Robots and Power Armour without learning how to pilot them?

Answer: They are taught the fundamentals of combat, without being taught to pilot them. This allows them to act as more effective gunners and assistants to the pilot.

107. In the RIFTS book, there is nothing stated about a saving throw for Mentally Possess Others. Is there one? Would it be standard, or harder to pass? It seems a little cheap if you could just possess them at will.

Answer: There is a normal saving throw vs. psionics.

108. PFRPG if a dragon has a ps of 30 and a Dwarf has a ps of 30, are they equal?

Answer: Since a dragon has a supernatural strength they are not equal, but if the dwarf got supernatural strength then they would be equal.

109. We are having trouble understanding how the meditation skill works in the Mystic China book. How do you arrive at a base skill number? How does the "+ 20%" bonus for the Nei Chia Wu Shih OCC apply to the Meditation skill?

Answer: Your base skill is your M.E. attribute expressed in percentile (a M.E. of 15 would mean a 15% base skill for meditation). The +20% from Nei Chia Wu Shih is added to the amount figured out from M.E. So a M.E. of 15 would equal 15% plus the 20% for a total of 35%.

110. If a character has two O.C.C.'s which both provide him with bonuses to save vs. magic, should they be added together or should only the higher one be used?

Answer: Use the highest.

111. When selecting skill programs in Heroes Unlimited 2nd edition, do you receive all the skills that come under a category as well as the ones from a related category as they are listed? For example, If you select the basic Military skill program do you get all the other military skills in addition to the ones listed under the basic program?

Answer: You only get what is listed under the program (not what is in the category). Selecting the program again will allow you to pick more skills from the appropriate category.

112. I would like to know what saving throw to use for gases.

Answer: Depends on the type of gas involved: KO/Tear Gas etc might require save vs. non lethal poison Nerve gas might require a save vs. lethal poison (maybe at a negative).

Nitrous Oxide gas might require a save vs. harmful drugs.

Magic gasses generally require a saving throw vs. fumes (magic) or magic.

113. How are skill 'defaults' handled in the Palladium system?

Answer: There are no skill defaults as such in the Palladium System. Many tasks cannot be attempted if the correct skill is not possessed, however you may be able to perform some tasks with a related skill by taking a penalty to the skill assigned by the individual G.M. I.e. attempting to fix a biplane with the auto mechanics skill when you do not possess aircraft mechanics. However fixing a computer without Computer Repair or Computer Operation (for software failures) is impossible unless detailed manuals etc exist which would give a base skill level again determined by the G.M. based on the quality of the material.

114. In Heroes Unlimited what skill if any is needed

to use an exoskeleton? I don't mean big power armors like the Iron Brigade's or the Juggerman system but the smaller stuff like S.C.R.E.T. suits, Gauntlet's armor, and the Maximillian light combat armor. I say that as long as you can pilot a jet pack you should be fine but my G.M. disagrees.

Answer: For the very light suits no skill would be required except what is required for advanced systems (read sensory instruments, weapon systems, jet pack if a jet pack is built in etc.). For heavier units a skill like Pilot Robots and Power Armour is appropriate.

115. Is the strength for Atlantean Undead Slayers considered supernatural. If so, what about other T-men?

Answer: Unless otherwise stated the strength is not supernatural (it can be made supernatural through the use of magic such as tattoos etc).

116. Can a psi-stalker and dog-boy still detect a mage or psionic at 0 ppe and 0 isp? Can a mage get rid of the magic 'scent' besides using psi-skill or spell to hide the scent?

Answer: They can, and no the magic scent can't be hidden.

117. Say a character with the pick locks skill is trying to tell another character, that does not have that skill, over a com-link how to pick a certain lock. At what percentage would you have to roll against. My guess is at half the skill % of the one doing the talking. Is that right?

Answer: It all depends on the circumstances. Where all you have to do is to follow instructions, rolling near the base percentage will work, but where feedback is required, or a delicate touch, etc like feeling the tumblers of a lock (which the person whose skills are being used cannot feel) then the percentage should be much lower, or even impossible to perform.

118. If playing a female character, and the character gets pregnant, what kind of penalties and bonuses can be given?

Answer: That really depends on the race of character and the stage of the pregnancy. Though there are no penalties and bonuses listed the individual G.M. should feel free to assign such especially towards the later half of the pregnancy.

119. Can you take the skill of running or any other physical more than once?

Answer: You cannot take the same physical skill twice

120. Has Palladium has printed any rules on the effects of radiation sickness? Like if a person traveled through or camped in a nuclear 'hot spot'.

Answer: The closest rules would be in Further Adventures in the Northern Wilderness.

121. How many times must your character make a skill roll? Say if the player is playing their flute how many successful skill rolls must that player make and if it's multiple rolls what's the limit on how many rolls successful or otherwise?

Answer: Generally One roll per task (in the above case, once per piece of music).

122. Does your I.Q. bonus apply to special skills on Heroes Unlimited like the wizard's Spell Translation or the Weapons Expert's Make and Modify Weapons skills?

Answer: They do.

123. While my friends and I were playing Rifts last week we came across a skill called "Track Humanoids". We looked through all of are books and could not find it. Could you please tell me what this skill is and where I can find it?

Answer: It is the Tracking skill form the Espionage category.

O.C.C. Questions

1. I have a question about the Juicer O.C.C. Does the Juicer get an automatic dodge against every attack in the melee round?

Answer: Yes, auto dodge can be used without using up an action.

2. I have a question on the Spatial Mage from RIFTER #3. It mentions the spells they can have other than the Spatial Magic, but what if they were, say an 8th level Warlock or something to that effect with spells other than those and somehow realizes he possesses the abilities of a Spatial Mage and decides to pursue that O.C.C. Would they be penalized on the restricted spells, or treated like a regular dual O.C.C.?

Answer: He would be penalized on the restricted spells.

3. Since a Cyber Knight possess psionic abilities can they learn or be taught other psionic abilities other than the ones prescribed to their O.C.C.?

Answer: Psionic powers cannot be taught.

4. If a juicer was to remove his harness or have it removed how would it affect his abilities? I believe that it wouldn't affect his physical stats as the drugs have altered his body (like steroids). The drugs just give him more natural/artificial chemical responses. So would the loss of the harness just affect the bonuses (parry, dodge, # of attacks, etc.)?

Answer: If the drug harness was removed but the bio-comps remained, the Juicer would go through the equivalent of a withdrawal (as the system that regulates his dosages malfunctions). It might not affect him immediately but, once it did, it could prove life threatening.

5. What are the bonuses to strike for the longbowman OCC and the bonuses from gaining levels?

Answer: +1 to strike at levels 2, 3, 4, 6, 8, 11, and 13

6. Does the monk's Spirit Strike draw any of the character's PPE or ISP? If so then how much?

Answer: The Warrior Monk's Spirit Strike uses up 3D6 P.P.E. (roll 3D6 and subtract from the Monk's P.P.E. reserve).

7. What is the S.D.C. for a Temporal Warrior for the RIFTS England book?

Answer: 1D4x10 plus any bonuses from physical skills plus their Temporal Warrior bonus based on their previous experience (6 yrs.=+20, 10 yrs.=+40, 14 yrs.=+60).

8. Every other Magical O.C.C. I've ever seen in either Rifts or Nightbane (which I've also played) has an innate ability to spontaneously learn a spell every level (Like the Ley Line Walker) or something similar. The Shifter does not seem to have this ability. As far as I can tell the Shifter gets only the 12 spells they start with and can only gain spells by a link with a supernatural entity, by buying them or by reading them from a scroll. Is this correct, or am I missing a line of text somewhere?

Answer: It is correct as stated.

9. As for a Shifter's link to the supernatural It seems a bit limited to me, but I'm hoping I don't understand it fully. Must a Shifter's negotiations with a greater power end in a link? Could a Shifter instead negotiate for spell knowledge, items, money, etc. but not ask for empowerment (ie: Do a favor for the power on a one time basis in exchange for spells or material goods)? Could a Shifter ask for different terms of empowerment such as just extra P.P.E. (in higher amounts) but no spells, S.D.C., or bonuses?

Answer: This is up to the GM as far as allowing the Shifter to negotiate a special deal. However, the rules do not prohibit this.

10. Under what conditions could a shifter end his link to a supernatural being? Are they stuck for life, is there a standard duration (Like a year or so), or can either party end their contract at any time (assuming completion of the Shifter's agreed upon task.)? If a shifter can end his link with the supernatural, what do the majority of supernatural powers think of that? Is it part and parcel to the course and expected, or is it rude and a good way to censored of an extremely powerful being?

Answer: Most supernatural powers will try to avoid allowing their link to be terminated. However, under the right conditions, some may go for such an agreement.

11. Can a temporary animal created by a conjurer be used as a sacrifice for summoning circles and or for P.P.E. I have two players in my PFRPG campaign right now trying to use this power gaming type trick. I think its kinda bunk but I would like an official ruling.

Answer: No, they cannot since they are not real as temporary animals.

12. Lets assume that a link with the supernatural IS breakable and that doing so won't end up with your character running from the supernatural power's minions for the rest of their natural life. What would then happen to the powers attained through the link? It makes sense to me for the extra P.P.E., S.D.C. and bonuses are lost; as they were part of the supernatural entity's power bestowed upon the shifter. However, what about the spells? I could see that argument going either way.

Answer: Whether the spells will be retained or lost will primarily depend upon the conditions involved in the making (and breaking) of the link and the relationship between the Shifter and the entity at the time the link was severed.

13. Can a Shifter hold more than one link with the supernatural at once? Again, if applicable, is this incredibly of-fensive to the powers involved?

Answer: No, attempting more than ONE supernatural link at any time will invariably bring down the ire of at least one of the entities involved.

14. If a Demi-god character selected the Ley-Line Walker as his special power, how would you determine his PPE?

Answer: As a standard Line Walker (2D4x10+20+PE attribute) plus 4D6.

15. Why couldn't a Ninja Juicer learn Ninjitsu?

Answer: Incompatible with his current abilities.

16. Can a Mystic Ninja take the Body Hardening Mystic Power or just the arts of Stealth?

Answer: Only the arts of Stealth.

17. Should an operator OCC get the general repair skill as an OCC skill or related?

Answer: As an O.C.C. skill.

18. If you were an Apok from wormwood would the mask survive off of wormwood? Could you be an Apok on earth or anywhere else in Megaverse with the mask?

Answer: Yes to both questions. The Apoks mask is the only wormwood symbiote that can survive away from Wormwood because it is linked to the Apok, not the planet.

19. In the new Hero's Unlimited 2nd Edition Revised

the Mega Hero gets special powers, but there is no reference to if they get super powers as per a mutant, or experiment. Could you please inform me to the fact on that?

Answer: Mega-Hero is not a separate power category, but a sub-category. As such, it can be from one of 6 different categories; Aliens, Experiments, and Mutants are the most common with Psychic, Magic bestowed, and even Physical Training characters possible.

20. Is there errata for Rifts, Atlantis. I'm specifically looking for the thing on the True Atlantean Temporal wizard. The way its written in the Atlantis and England books make it seem like it should be different then the standard temporal wizard OCC. And if these changes to that is there changes to the Temporal warrior OCC also for true atlanteans.

Answer: The Atlantean Temporal Wizard is essentially equivalent to his human counterpart. Just extrapolate where necessary because of the differences between humans and Atlanteans

21. I was just wondering what are the illusion spells that the lord magus gets at level 1.

Answer: Spells that involve manipulating the five senses may be considered as illusionary. Thus, spells like invisibility and chameleon (which affect sight) are illusionary but metamorphosis spells (which involves actual physical transformation) are not.

22. In The Rifter #3, with regards to the Spatial Mage, on pages 84 and 85 it states in two separate places, that the Spatial Mage can "traverse the dimensions without the use of the spell," (within the Dimensional Portal and Dimensional Teleport spells) however, there are no rules listed for said ability. Would this work like the ability of the Gatherer RCC (see pg. 134 of South America)? Or does their attainment to the dimensional energies and command of same allow an even higher level of accuracy when d-hopping?

Answer: (Steve Trustrum): This is one of the annoying things that happened to this O.C.C. as a result of it being one of my first attempts at editing my own work for print. I found that the ability to shift from one dimension to the next really tipped the scales of power for this O.C.C. and so I removed it before sending it in to Palladium. However, my inexperience is an author required to edit his own work showed through because I forgot to go back through the rest of the work and remove such mentioning of this power. The Spatial Mage must use the dimensional portal spell to travel to other dimensions (other than his own realm), but it has a greatly reduced P.P.E. cost. If the Game Master feels that the Spatial Mage should still be able to dimensionally teleport without cost or use of spell, then just grant him a further natural ability that is like the spell only with no P.P.E. cost. I've gotten a lot of questions about this aspect of the O.C.C. and it can all basically be put down as the result of inexperience.

23. In the original Rifts rulebook it appears that Operators do not get MDC armor to start with. Is this a typo, did I miss it or do they really have to fight without armor until they can buy it? Also, if they do get armor, is it limited to light or can they wear any armor?

Answer: Operators do not start out with armor per se, but the vehicles they begin with are usually either armored to begin with or soon after the operator begins his career. They can wear any armor but will generally not receive the full benefits from the heavier types that a character who is specifically trained for that armor will get.

24. The psi-sword for the knights costs nothing, they simply will it into existence. Since there is no ISP cost to do this, can it be taken away from a knight by any means, or nullified by the Psi-Nullifier?

Answer: The Psi-Sword can be nullified and/or negated by various means. However, the Cyber-Knight would get a psionic saving throw to prevent this from occurring.

25. A borg has an assumed PE of 24 when determining HP. Is that it's PE for everything else too? I mean in terms of it's save bonus against magic (or is that supposed to be the +3 that it says all borgs get in the OCC description) and coma %.

Answer: Yes, 24 is the assumed number for any situations involving P.E..

26. Does the jump distance of borg go up per level?
Answer: Yes, at a rate of 2 feet per level.

27. How is PB relevant to a Borg?

Answer: Their facial features and how much it helps them to charm someone.

28. If a borg gets an extra set of limbs (arms or tentacles) does the attack it gains from that set go to the overall combat ability or does the bonus attack have to involve that set of limbs?

Answer: That set of limbs.

29. If a person, such as a headhunter or CS dead boy, becomes a borg latter in life do they have to do the dual OCC thing or do they continue to advance in their current class? What about slave borgs, do they also have to do the dual OCC thing (as described in your web site) or do they just start off as a 1st level slave borg?

Answer: They advance only as a borg. They start off as a 1st level slave borg. Some O.C.C.'s may be able to receive partial reconstruction like the Cyber-doc, or the Head Hunter, but with most other classes partial reconstruction will mean the character having to change their O.C.C. to that of a Cyborg.

30. Do Shifters/Diabolists have to be of an evil alignment? Can they only align themselves with evil intelligence's, or can they have a supernatural link with a good aligned intelligence?

Answer: Shifters/Diabolists do not have to be of an evil alignment.

31. In the Federation Of Magic book, Mystic Knights start with a magic weapon. What are the stats for that weapon? Is it just a techno-wizard sword?

Answer: Mystic Knights generally start with some kind of TW sword.

32. What is the experience table for the "Fallen Cosmo Knight" and why is it not in the Phaseworld Book?

Answer: For Fallen Knights, use the first stage Promethean experience table. This table was omitted from Phase World due to space limitations

33. It seems that one of the biggest drawbacks in psionics is that they recover ISP very slowly. I've currently got a Promethian Phase adept. How much ISP would one recover per unit time?

Answer: The standard amount (2 I.S.P. per hour of sleep/rest or 6 I.S.P. per hour of meditation).

34. Why do cyber-knights have cyber armor if they have psionics? That has bothered me since Rifts first came out. We never play them because the armor is weak and detracts from the psionics if you keep adding cybernetic components
Answer: Cyber-armor does not cost I.S.P. A cyber-knight low on I.S.P. would be overjoyed for the protection his cyber-armor affords him.

35. What stats does a starting borg roll for?

Answer: IQ, ME, MA, and PB. The others are designed.

36. Does a borg have h.p.?

Answer: Yes. Assume the equivalent of a PE of 24 and add 1D6 per each level of experience.

37. The source book says a borg has ppe. What could a borg possibly use it for or how is it used against the borg?

Answer: Even if the Borg cannot use it himself, he can assist his mage comrades by letting them use his PPE to power their spells.

38. In the Rifts core book, the Glitter Boy O.C.C. states that the character gets: Robot Combat: Elite (Glitter Boy) & Robot Combat Basic However, there are no benefits given for Glitter Boy combat training. Should this instead be Power Armor Elite and Power Armor Basic?

Answer: Use the bonuses listed under Power Armor training.

39. Why, in every picture I've ever seen of them, do the Ley Line Walkers always wear a gas mask?

Answer: It's practical and provides protection

40. Does a True Atlantean Temporal Wizard suffer the same penalties/insanities as a human Temporal Wizard?

As I see it, 14 years (the length of a period of servitude) out of the life of a being such as a True Atlantean is a relatively small amount of time. Plus, Atlanteans have an extremely high mental endurance and are unlikely to develop any insanities--they are also extremely well accustomed to dimensional travel. All of this leads me to believe that they would not suffer the same penalties/insanities (and perhaps they would not suffer any at all). Am I right?

Answer: They suffer from the insanities like a Human Temporal Wizard. It is not the time out of their life, or the fact that they are experienced dimensional travelers (not all are), but their training and servitude, plus exposure to raw forces of magic that cause the insanity.

41. How are the P.P. values determined for Robot's in HU 2nd? Also what about the other attributes. Are the robot creation systems close enough to use the one in Rifts Sourcebook one, I don't have it and would get it if they would work.

Answer: There is no P.P. attribute for Heroes Unlimited Robots. for game purposes you could call the P.P. 10. If you wanted to add P.P. to Robot Arms, just use the notes listed under bionics (start at 10, and costs \$10,000 per point of P.P. max P.P. 24). Robot characters do not have a I.Q., M.E., M.A., or P.E. attribute as they are mechanical. Speed is calculated based on the propulsion system or the legs, and each limb has its individual P.S. and/or P.P. scores. though generally the same these can be varied (a robot with a powerful left arm, and a weak right arm etc).

42. Love the new edition of heroes but one small problem... you guys forgot to include clarification on the rules of robotic AR. Does robot ar act like natural ar, and if so, where in the books does it say so?

Answer: It acts like Natural AR, any attack roll that hits but does not exceed the AR simply bounces off. Those attacks that are higher than the AR, damage the SDC of the Robot. All Robot Armour must be deleted before attacks can be directed at the passengers/crew inside the robot (if any).

43. A T.W learn electrical and mechanical skills at a cost of 2 for 1? The t.w starts with the basic knowledge of these two skill categories so why should it cost double to learn more

advanced knowledge?

Answer: They have a basic understanding, but they are not skilled electrical or mechanical engineers, in fact they probably ignore advanced engineering principles most of the time as they use magic. Pulling a TW device apart will give no idea on how it works, and functions according to no principles of physics.

44. Heroes Unlimited, 2nd Edition: Does the Hardware: Weapons character start with W.P. Energy Pistol? (It is listed with their Sharpshooter skills.)

Answer: No they do not. The listing under W.P. Sharpshooting in Heroes Unlimited is the types of weapons that can be used with it, and not a W.P.. They can if they want select a W.P. in Energy Pistol.

45. I was wondering if all the new juicer types can go through detox. Of the ones who can what would be their new stats. Can one type of juicer ie. titan detox and then become a mega, dragon or even regular juicer?

Answer: Once one has gone through Detox, they cannot become a juicer again, and one would have to go through detox to change Juicer Systems. So not it is not possible to change Juicer types. Most of the Juicer types can go through Detox, though the magic juicers do have problems. The Dragon Juicer will die without their dragons blood. The Murder-Wraith cannot go through Detox as it is a undead monster. the Maxi-Killer (Splurgorth juicer), will die when the symbiote is removed, so no detox is possible.

46. I have a question about the High Magus OCC from world book 16 Federation of Magic. For his PPE it says to roll $3D6 \times 10 + 45 + PE$, this gives only 190 PPE if you roll the maximum on all dice. But the lowest PPE cost for level 11 spells is 100. I was just wondering if the High Magus' PPE is supposed to be like this, or if this is an error in my book?

Answer: That is correct. They use a lot of PPE Storage, tap into ley lines, etc for their spell casting. Their P.P.E. is correct.

47. Can the Apok power TW items?

Answer: Yes they can.

48. Do crazies have an average life expectancy? Do crazies act crazy all the time (even in some cases)? Will there be a book about crazies soon?

Answer: Crazies do have a normal (for them) life expectancy and they do not have to act crazy all the time. Some go about their business as usual until something triggers off an episode. There are no current plans to do a sourcebook about crazies. This is something that may occur in the future but we have too many other projects at the present time.

49. In 'Adventures on the High Seas, 2nd Ed. 'you left out the Necromancers starting PPE and their starting spells. Is it the same for these Necromancers as it is for the ones in Rifts, Africa?

Answer: Necromancers begin with 6 necromancy spells and 6 common spells associated with necromancy. Additional spells and rituals related to necromancy may be learned or purchased at any time regardless of the character's experience level; however, the necromancer does NOT obtain these automatically. A Necromancer begins with P.P.E. equal to $2D4 \times 10$ plus his P.E. attribute and gains $2D6$ more P.P.E. per level of experience.

50. What should the P.P.E. base for the Undead Hunter in Yin Sloth Jungles be?

Answer: $3D4 \times 10 + P.E.$ attribute plus $2D6$ per level of experience

51. What are the healing powers a Knight of the Hospital

from Wormwood have?

Answer: They might use healing magic, but all have paramedic training.

52. Does the Mystic Knight ability Immunity to Energy work on his Armor of Ithan spell?

Answer: No, it doesn't affect armour of any kind (magic or otherwise).

53. Can Temporal Warriors wear armor and cast spells, how about power armour. What are the armour limitations for spell casters?

Answer: Yes they can wear armour and cast spells. The same armour limitations for other spell casters still apply (metal armour still causes problems), they are just more trained in hand to hand skills than standard spell casters.

54. I would like to have a list of the Saloon Bum's equipment in the Rifts World book 14, The New West. The list had a major error?

Answer: I see the error, a section of text between language translator and vibro blade have been omitted, Probably weapons include a SDC pistol/revolver, a MDC pistol and one other weapon of choice

55. My question is about the Sea inquisitor O.C.C. Can they be of any other R.C.C or O.C.C. Or are they limited to the few in the book.

Answer: They can be of any OCC/psychic RCC, but generally they come from the listed classes.

56. Can Ocean mages, whale singers, and sea druids learn the magic spells listed in the rifts RPG book or are they limited to spells listed in Rifts: Underseas?

Answer: They are limited to the specialized ocean magic from Underseas

57. Supposedly the Cosmo-Knight is to fight evil of the entire galaxy. Do they have detect evil and if so what kind and range.

Answer: They do not get any detect evil powers.

58. If a being becomes a Cosmo Knight, does he lose his natural abilities (i.e. Nightvision, Sensing supernatural evil, Psionics, Superpowers, Magic, etc.)?

Answer: Yes, they are effectively made over.

59. I have a question about borgs and boxing. In the main book it says they can't have boxing and in the NGR book it allows it. Which one do you go by?

Answer: It depends on the Borg OCC selected. What you are referring to are two different OCC's from two different settings.

60. If the initiative bonuses are already factored into the Monster Borg and he has amplified hearing shouldn't he have more than just a +3 to initiative since amplified hearing provides a +6?

Answer: Amplified hearing now provides +3 to initiative.

61. The Cosmo-Knight in Phase World is an excellently designed character. However, the original description varies from the pre-printed character sheet in the back of the same book. Which, if any, are the most correct?

Answer: The listing under the R.C.C. description of a Cosmo-knight apply.

62. Does a type 1 & type 3 robots A.R. act as body armor, or does it act as a regular robot's A.R. would?

Answer: They act as regular Robotic AR.

63. Would a renegade Indian with an O.C.C. of Cyber-Knight whom tried hard to keep the tradition of his ancestors be able to use totem animals and fetishes?

Answer: Yes they would be able to select a totem, and use minor fetishes, but they probably would not take the Cyber-Armour.

64. In Rifter 7, the Dragon Hunter OCC, how would one convert the Dragon Skin power for Rifts? My friends and I were thinking something like PExlevel in MDC. What would you suggest?

Answer: Add Hit Points and SDC and convert to MDC. +10 MDC per level is also useful.

65. For the special training characters, are the S.D.C. "bonuses" listed actually the character's base SDC? If not, what is the base SDC?

Answer: That is the base SDC of each of the special training characters.

66. Can a Cosmic Knight create a Shield as their Melee weapon or are they limited in their weapon choice

Answer: Yes a Cosmo Knight can create a shield as their Melee weapon. They are not restricted to one weapon, but additional weapons do drain the Cosmo Knight of PPE (remember the weapon creation process requires a permanent expenditure of PPE and/or MDC

67. Can a tattooed warrior get bio-wizard modifications in addition to his tattoos or not?

Answer: Yes, they can receive bio-wizard implants.

68. I was curious if the Maxi Man from Rifts Atlantis could use techno-wizardry?

Answer: Yes the Maxi-Man can use Techno-wizardry.

69. What is the advantage of the samurai from Rifts Japan? He is the only traditional character not capable of mdc transformation. Also, is there a P.P.E. cost for the chi death blow? If not, why such a high base P.P.E. for the Samurai?

Answer: The Samurai is the traditional warrior class from Japan. For the Chi Death Blow, it costs 2D6 PPE to use.

70. I was wondering what the S.D.C. of a Master Blood Rider is in South America 2?

Answer: Since they are a Psychic R.C.C. they get 3D6 base SDC plus the SDC bonuses from their Class (in the case of a Master Blood Rider, they get a additional 4D6 SDC).

71. How can a juicer auto-dodge: 1) noiseless weapons, 2) when incapacitated 3) invisible attacks?

I ask this do to the rule he can auto-dodge any attack, the "any" being the key term. This comes up do to the group I play with uses the rules literally to deal with most conflicts and I don't feel that a juicer should be able to dodge those above.

Answer: The main dictate is common sense. With noiseless attacks etc, if they can see the attacker shooting, or threatening to shoot dodging is quite possible, against invisible attackers, feeling their presence, seeing their footprints in the dust (or blood), and deduction work. If a Juicer is incapacitated, they should not be able to dodge since they are incapacitated.

72. Okay, if borgs have a PE of 24 and have a hit point total, why do they have an MDC total? In this case, is the MDC used like SDC normally is?

Answer: Borgs are constructed with MD alloys, giving them a MDC body. However they still are partially flesh and blood and those flesh and blood systems would still have hit points.

73. How do High Mangus enchant? I haven't seen any guide lines for it. For example lets say that I wanted to make my armor fly what would I need to do so I don't have to make it.

Answer: The High Magus uses spells like Create Automation and the Enchant Weapons (minor) spells, and do not create magic items like the traditional alchemist, or the untraditional Techno-Wizard.

74. What races are allowed to become a Warlock Marine OCC?

The description mentions that even a few dragons are Warlock Marines; does this mean that a Hatchling Dragon, for instance, could choose this as an OCC? The way it is described, it seems like ANY race could become a Warlock Marine (Godlings, Dragons, giants, Draconid, Sphinx, etc.)

Answer: Any race can become a Warlock Marine the only limit would be any imposed by the GM.

75. Could, for example, a Veritech pilot use a Destroid (badly) in a tight situation (and similar situations)?

Answer: Yes, but a penalty to their pilot Veritech skill is certainly warranted.

76. Can a crazy or a juicer become pregnant or will their bodies destroy the embryo? and if there can become pregnant what sort of mutations the child have?

Answer: Crazies should have no problem, however Juicer augmentation would probably result in a miscarriage or severe malformation.

77. I have a question about the REF VT pilot O.C.C. from Invid Invasion and The Sentinals books for Robotech. The class has the mecha combat skill for the cyclone, but no piloting skill listed. Does the character have to select the skill or does piloting a cyclone fall under the VT fighter piloting skill? If the skill has to be selected, would it be an appropriate modification to add that skill as an occ skill?

Answer: Their training in mecha Combat, and use of the agile Veritechs gives them innate combat training and reflexes in the Cyclone, but not the ability to use the mecha. To properly use the Cyclone they have to learn how to pilot it. Likewise they can use the Cyclone in motorcycle mode, with just the Pilot Motorcycle Skill.

78. I was wondering if the Undead Slayer in the Atlantis world book, described in depth on page 97, is only available to the True Atlantean. It doesn't say what the racial restriction is, but it looks to be only available to the True Atlantean. Is it only available to the True Atlantean?

Answer: It is only available to the True Atlantean.

79. Is it safe to assume that the Destroyer 'Borg from SA#2 starts with the same "other" Cybernetics as the Megaversal Trooper (ie. sensor hand, bionic lung/oxygen storage cell, language translator)?

Answer: It is safe to assume so.

80. When a Titan Juicer goes through detox do they become as weak as any other Juicer after detoxs and what happens to the physical changes that have happened to their bodies such as the growth of bone and their increases in size. What really happens to Titan Juicer that try to detox?

Answer: When they detox, their muscle's collapse. Osteoporosis (weakness of the bone), could easily set in. In effect it would leave a weakling giant, who cannot do much at all.

81. The hardware guys in HU2nd, their skill are allowed to surpass 100% because of the big minuses they face. But,

with the special skills increasing only 1-2% per level they would have to be at least 10th lvl to even manage 100% on the hot wiring skill. Please tell me I'm reading this wrong or that it is an error. To sum up, how can they get their skills above 100%?

Answer: That is correct. While some special skills may barely get over 100% or not even make it. It should also apply to the other normal skills of the hardware character within their specialty. So for example a electrical Hardware person could have electrical engineering as a skill over 100%.

82. I just bought the Splynn Dimensional Market and it's really good. But in it, you mention a "kill crazy" as either an OCC or parasite or both. I can't seem to find anything on it.

Answer: The kill crazy organism was removed from the book but was put in Rifter #9 along with a number of other Bio-Borgs.

83. While reading the Macross II book, I noticed that under the Valkyrie Pilot OCC a bonus percentage is given for Mecha Combat. But in Robotech, its only Basic or Advanced. Is there a different set of rules for Macross II combat?

Answer: The % bonus to Robot Combat in Macross 2 is a typo, since the Robot Combat skills do not have a % value.

84. In South America there is a tribe that uses tattoo magic (I think they are Tattoo Monster Hunters), for that O.C.C. do they have to roll on an insanity table like the Tattoo monster men O.C.C. in the Atlantis book. It also says that they can have monster tattoos, do the same rules apply to this O.C.C as to the rest of the tattoo mages (can not have a monster tattoo with high intelligence, must be low animal intelligence).

Answer: They do not have to roll on the insanity table like the T-Monster Man (different O.C.C.). Yes they can have monster tattoos (other Tattooed O.C.C.'s may have monster tattoos, but the T-Monster Man is a specialist in the use of Monster Tattoos. The same restrictions for Monster Tattoos apply to the Monster Hunter, as any other Tattooed Man O.C.C.

85. How many times may a priest with the prayer of intervention power successfully use this ability per day?

Answer: There is no limit as to how many times a day it is used, but excessive use may mean the characters deity looking more onto the circumstances and requests, perhaps even denying their powers for the time being based on potential abuse.

86. May a priest ask for intervention from any of the gods in the pantheon he follows, or is he limited to just a single deity?

Answer: There is no limit as to how many times a day it is used, but excessive use may mean the characters deity looking more onto the circumstances and requests, perhaps even denying their powers for the time being based on potential abuse. Generally a Priest looks to a single god in a pantheon, but worships/ respects the rest of the gods in the same pantheon.

87. I know that Spacial Mages can permanently expend PPE to create their own realm. But can a spacial mage stand near a ley line/nexus point/etc. and absorb the PPE from that and use it to build their dimension without having to use and loose any of their own base PPE?

Answer: No they cannot.

88. Since Zentran, Meltran and Marduk are so closely related to humans, can they receive juicer augmentation?

Answer: That is up to the individual GM, but it is a possibility for Meltrandi and Zentran

89. I was just a little curious about the Flyboy O.C.C. described in Rifter #8. What is the characters base S.D.C. and how many O.C.C. Related skills does the character get?

Answer: Whoops! Let's say the Flyboy O.C.C. has 30 base S.D.C. and 6 O.C.C. related skills.

90. Do the three temporal OCCs in Rifts England increase in abilities like normal mages or do they just raise at those levels listed for the time of servitude\ partnership?

Answer: Once their term of servitude has finished, that is all in the way of bonuses the receive apart from PPE increases, and things like the Magic Bonuses for the Temporal Wizard.

91. How is a Paladin's PPE figured?

Answer: P.P.E. is determined normally for their race, and 2D6 P.P.E. is then added to this base score.

92. Can an Atlatean Undead Slayer charge and use tw-items or cast spells?

Answer: They can charge and use TW items, but cannot cast spells (the magic Tattoos prevent spell casting).

93. I build a character (a NORAD Splicer) and just for fun I rolled Step 4: Psionics. I rolled a 2. I said: Okay, a Splicer with Psionics. I got 7/2 other skills. Do I round down or up?

Answer: You round down.

94. If the armor from a cosmo-knight had taken damage, could the knight take the armor off and then bring it back and have all 500 mdc and does the armor heal if he doesn't have it on?

Answer: The armour heals at the same healing rate as a Cosmo-Knight. If it is dispelled, and resumed, it will come back at the same level of MDC as when it dispelled, plus any healing that would have occurred since then.

95. Why would it be that gunslingers and such get the "Commando" hand to hand that only the "elite" forces of the Coalition states get?

These men have trained under the strictest military conditions and are hardcore warriors. If the gunslingers were to have autododge, it should have been listed as a separate skill. After all, gunslingers don't "body flip/throw" they gunfight.

Answer: Have you seen the magnificent Seven? Clint Eastwood Westerns? Gunslingers don't just fight with guns, it is just their trademark. They train themselves, mind and body, extensively and as such, many could have hand to hand training equal to the finest taught by the coalition (hand to hand Commando).

96. The O.C.C. Bounty Hunter is in both new west and in Rifts mercenaries, but the stats for both are slightly different. In New West there is a lot more information on hunting, and the reward system, in mercenaries there is nothing. Also the O.C.C. skill lists are different, as are the bonuses. what is with this, is one correct, or are both? And if both are correct, why does the Bounty Hunter O.C.C. have no languages in their O.C.C. Skills?

Answer: There are two versions of the bounty hunter, a eastern one and a western bounty hunter. Use which ever bounty hunter is appropriate in your campaign. They do not need additional language skills though they can be useful (taken as OCC related or secondary skills).

97. Why can't you be an alchemist?

Answer: They are designed to be a NPC character class only. The skills a alchemist generally requires means years of studying Wizardry, Diabolism, Summoning, before spending years learning the secrets of a alchemist.

98. What is the experiance required for a Sword Bearer in the Nightbane RPG?

Answer: For the O.C.C./R.C.C.s in Nightlands, use the following tables:

Flint People R.C.C. = Ashmedai, Psychic, & Sorcerer table
 Geo-Immortal O.C.C. = Ashmedai, Psychic, & Sorcerer table
 Doppelganger Warlord = Nightbane & Guardians table
 Shadow Warlock O.C.C. = Nightbane & Guardians table
 Sword Bearer O.C.C. = Hound Master table
 Hell Rider O.C.C. (depends upon race, see below)
 Human, Doppelganger = Nemtar/Hollow Men table

99. When creating a Road Sentinel, where are the charts and tables for using the extra cash you receive for 'soup-ing up' your vehicle? Are there supposed to be any, or do we use pre-existing or modern-day costs for such things? Are they there, and I simply missed them?

Answer: There was a chapter made up to cover this but it was cut from the book. It will hopefully make it in to one the other Australia books.

100. Secondly, when using a Melbourne-created Juicer, is the equipment, bonuses, and everything else received exactly the same as if he was a standard North American Juicer? I know the variants are unavailable (except in an odd circumstance), but what's the mainline?

Answer: You would use equipment suitable for Australia. You are also right in that none of the variants are available in Australia.

101. Can the Stone Mage from Atlantis manipulate metals and other items that come from the earth (eg. Metal, Sand). If yes to number 1 can they change/shape MDC alloys.
 Answer: It must be raw ore, or natural materials, processed materials cannot be manipulated (dressed stone is not processed but shaped).

102. I was wondering how the force field ability of a Cosmo Knight Works? Is there a switch on the weapon or is it a mental thing? And how fast does the MDC on the forcefield regenerate? Or does it just stay damaged forever?

Answer: It is a mental trigger. When depleted it can be recreated at full strength, however, the forcefield can only be activated twice per hour.

103. In Rifts RPG can a Cosmo Knights cosmic blast be used against vampires and undead as a holy weapon?
 Answer: It cannot.

104. Heroes Unlimited 2nd ed. For magic weapon category, when a PC changes and gains extra SDC from the weapon, and then takes damage, could the character change back to normal and then transform again to regain the 2D4 X 10 SDC? Or does the extra SDC have to "heal"? How fast does it come back?

Answer: The SDC is instantly gained when transformed. This extra SDC does not heal in the conventional sense.

105. Can an Apok damage a vampire with his/her bare hands?

Answer: They can since their strength is considered supernatural.

106. A questions concerning the Line Maker from South America 2 pg 28. It says they can learn wards and such like a Diabolist. What level would you energize them at? Would it be at the characters current Line Maker level or at the characters actual expertise of wards (i.e 0 level Diabolist)?

Answer: As their current level as a Line Maker.

107. In Rifts Dimension Book: Phase World Sourcebook, there is an OCC called the Cyberai. In the text it says they have built-in force fields, but they do not show it in the stats.

Answer: The Oni Cyberai Force Field has 100 MDC.

108. How much MDC do CS cyborgs get? It isn't under their OCC section and I can't find it anywhere else.

Answer: They get the MDC as listed in the Bionics section of the main book, unless they are using a imported Triax Body or similar.

109. I was wondering if a Conjurer could create an energy weapon or pieces of an energy weapon without a power source.

They would supply the power source themselves ie: an E-clip. If they could how many pieces would they need to build an energy weapon? Also, would the conjurer need the forgery skill to create fake documents or could they just create the documents on their own, and when they create a temporary object does that object register as magic if checked?

Answer: No a Conjurer cannot create the components of a energy weapon without a power source and then assemble them. Forgery is required to get the document looking as authentic as possible (and possibly knowing about hidden features etc). Yes a Temporary Item has a magic aura associated with it.

110. For the Mystic O.C.C. it says that Sixth Sense and two other powers are automatic to him. Does that mean that they do not cost anything to use?

Answer: They still cost I.S.P. just that they automatically receive these powers.

111. Can the High Magus create TW weapons? It seemed to hint at that in the Federation of Magic Book.

Answer: They do not create TW weapons, but magic weapons.

112. Manoa in South America has a force field that is generated by their stonemasters / pyramids. Yet no mention is made of this in the Atlantis book. Can other stonemasters create a force field at pyramids?

Answer: It uses the P.P.E. stored in the pyramids and is not stone magic (other magic is used to create the force field, the pyramid just powers it).

113. Do full conversion borgs need to eat to keep there living systems alive?

Answer: They do require nourishment for their organic components and that means eating, however all borgs can be fitted with internal IV feeds, allowing them to function without eating.

114. What is the rate of PPE recovery for a Tattooed Archer??

Answer: Standard P.P.E. recovery as outlined in the main book (5 P.P.E. per hour of rest or sleep).

115. If you are playing a summoner in PFRPG. How do you use Circles of Protection and power for the betterment of your party? They take a while to make so how would you use them?

Answer: They are mainly used from a defensive situation. Their magic while powerful is not front line magic.

116. A Diabolist is impervious to his wards and to trigger one of his own wards, he have to spend 2 PPE. But what about if he does a Knowledge ward, or something else that could help him. Does it affect him or it does not (if he wants to speak / read ... every language)?

Answer: His wards will not affect him at all.

117. Let's say a gunslinger wanted to be faster, so he opts for the Hyperion Juicer conversion. Under the quick draw initiative bonus for the gunslinger it states maximum P.P.

of 30 for a bonus of +13. If he got the juicer upgrade couldn't his P.P. go way above 30?

Answer: His P.P. could possibly go higher, but his gunslinger initiative bonus will max out when P.P. is 30 at +13.

118. In the Rifts: Canada Sourcebook some of the new Headhunter OCC's are listed as being able to get Hand to Hand: Jujitsu. Where should we draw those rules from? (Ninjas & Superspys?, Rifts: Japan?, use Hand to Hand: Commando?, or is it missing from the book?)

Answer: The Rifts Japan version.

119. In Palladium Fantasy, for the Priest Of Light, how many action does it take for a Prayer of Intervention?

Answer: They generally take at least a melee to do, but could take up to an hour under some circumstances and for some requests, as well as how much in favor the priest is with their god.

120. Does a high magus have to wait until the appropriate level to use the spell "Enchant Weapons", or is it a constant power of the high magus (assuming he has appropriate PPE). The reason I ask is because at early levels I don't really see the role of "creator" for the high magus being possible.

Answer: There is no minimum level for casting any spell provided the character has enough P.P.E. for casting the spell.

121. I have a question regarding the Murder Mage in RIFTS. If a Murder Mage is turned into a vampire (secondary, or, given their inclinations, master) does he retain all OCC abilities, specifically the ability to absorb PPE and experience? If so, the newborn Vampire RCC character would gain insane levels of power and Experience within a very short time span.

Answer: They lose the murder mage powers and abilities.

122. I had a question about the OCC Related and Secondary skills for the Blood Rider in South America 2. It doesn't list the restrictions for the Physical, Pilot, and Pilot Related Skills. Are they the same as the Master Blood Rider? If not, what are the limitations?

Answer: The same as the master Blood Rider is acceptable.

123. Under the description of the Dragon Juicer OCC it says he does not get cybernetics. Does this mean that the cybernetics would be expelled as it would from a supernatural creature or does it mean that they wouldn't voluntarily receive them?

Answer: Bio-regeneration will remove them.

124. If I take this verbatim, a priest could do healing touch 120 times in an hour? It seems like this is a little unbalanced. Could not the party engage in a tough fight with some large creature or party, run away after dealing a few blows, heal up to full in about fifteen-twenty minutes, run back and fight.

Answer: It is possible. Also keep in mind the creature could do the same thing and some have magical bio-regeneration that will also them fully healed. If they do it that often also they may annoy their deity to the point of being cut off or put on a type of probation.

125. How much starting PPE does a Rifts Priest get? Is it the same as a mystic? (they get the same spells as them so why not the same PPE...)

Answer: P.E. + 6D6 P.P.E. plus 1D6 P.P.E. per additional level of experience.

126. For the demon hunter advancement table (pg 41 MC) at level 8 it says "+1 attack per melee round, and select +2 to break fall" is this a typo and what is the correct version?

Answer: It is +2 to break fall, the select is a typo.

127. Can the Conjurer OCC from the Federation Of Magic Sourcebook create (1) radioactive material, like Uranium? (2) Explosives? (3) Poisons? (4)drugs and/or medicines? (5) Contained gasses, like a neon tube?

Answer:

No

Yes if simple explosives (like gunpowder dynamite etc), things like fusion blocks etc no.

Again simple poisons yes, complex poisons like nerve gas etc no.

Simple drugs yes, complex ones no.

Yes.

128. In Palladium RPG book #10 Mount Nimro the Were-Shaman is not allowed to take acrobatics, but in the feline totem bonuses it gives them +5% bonus to acrobatics. Can they take acrobatics? Can the take it if they are aligned to the feline totem? Is this a typo?

Answer: Normally they cannot take acrobatics, but the restriction is only a guideline and the G.M. may allow a character with a feline totem to take acrobatics if they wish.

129. I was wondering if gizmoteers can make robots, because robotics is not in the ninjas & superspys book?

Answer: If they possess the skills Robot Mechanics and Robot Electronics yes it is possible for them to design and build a robot.

130. Are Neo-humans able to receive magic tattoos?

South America 2 says they have more common genetics with their mutant animal brethren, such as Falconoids or possibly Dog Boys, than with humans; however, ogres, elves, and Mind Melters can receive tattoo magic though they are considered separate species from Homo Sapiens. If Neo-Humans can receive tattoos, would they follow standard rules or would penalties such as the elf suffers apply to them (I suspect not, as they are not infused with magic in the manner elves are)?

Answer: They cannot receive magic tattoos.

131. Can a Sohei Warrior Monk O.C.C parry Energy blast directed toward him with his millennium tree staff? And is if so is there any way that he could redirect the blast back toward the source kind of like a Jedi and his light saber?

Answer: Yes it is possible, -6 to parry, and no he cannot do a targeted deflection.

132. Can the Night Witch shape change into the listed animals or is it just a myth (It says traditionally)?

Answer: They can change shape.

133. How many tattoos can an undead slayer have on them? There must be some kind of limit?

Answer: Only surface area on the body.

134. I have a question regarding sea inquisitors. Can sea inquisitors use there powers while in environmental body armor, power armor, thanks. For example, could a sea inquisitor negate a spell while in a Glitter Boy or Behemoth?

Answer: No, The same rules that apply for Psionics and Spell Casters apply to Sea Inquisitors.

135. In the Conversion Book One, it doesn't list (or I just can't find :P) the experience table for the Warlock. Could you tell me where I can find it?

Answer: It was left out by mistake but can be found in the Rifts Game Master Guide on page 299.

136. In the Federation of Magic the Mystic Knight has the ppe channeling power it says that he can charge standard e-clips for 12 ppe. now is that just one shot or does he recharges all of the shots?

Answer: That is the entire e-clip.

137. In Rifter #11, It says that the Ley Line Walker can learn any spell. Does that include Warlock spells, Blue Flame spells, Cloud spells, Shaman spells, Necromantic spells, and/or Russian Fire Sorcerer spells?

Answer: Much specialized spell magic is beyond the capabilities of the Ley Line Walker to learn. While other types of magic may be learned by the Ley Line Walker/Wizard. I.E. Warlock spells cannot be learned by the Ley Line Walker, but Neco-magic can be (though at double P.P.E. Cost).

138. I was wondering what experience tables you would use for the Trickster and Ludicrous Mages (Rifter 9 1/2), and the two space mages from Rifter 10?

Answer: Ley line Walker/Wizard.

139. The inherent abilities of the Lord Magus allow him to become invisible at will at 1st level (I think that's the level) what is the extent of this invisibility? Would it be equal to "Invisibility Lesser" or "Invisibility Superior"?

Answer: All abilities to turn invisible at will is considered to be invisibility simple unless otherwise stated.

140. If a Cyber knight was to gain bionic arms, as his real arms were lost in battle(a very malicious monster was responsible). The FAQ says he will lose most of his psionic ability. But will he still keep his Psi-sword ability? I have a theory that with bionic arms he can't, but I am not sure, can you clear this up for me?

Answer: Two limbs will cause the total loss of all psionic abilities including their Psi-Sword.

141. Can a Lord Magus OCC from the Federation of Magic book use their 1st level ability of "Become invisible at will" while in more than half metal body armor?

Answer: They can.

142. Under the mystic kuznya In mystic Russia, it says that 500 m.d.c. is the max for plate mail armor. Does this mean that they cannot make an armor that has more than 500? I don't see why they couldn't because they can put feather light on it to reduce the wait.

Answer: There are limitations not only with weight, but bulk and how much magic they can put in it.

143. In Fed of Magic under the High Magus O.C.C. it lists Healing Touch as one of their starting spells. I can't find this spell anywhere?

Answer: It is the heal wounds spell.

144. I was wondering, in the Atlantis book it say's there is a bio-wizard OCC. but it's not in the book and doesn't say where to find it. some help would be appreciated on this.

Answer: It is a NPC only O.C.C. and as such is not listed.

145. How can there be techno-wizards in Wormwood if the MDC humans can't have psionics?

Answer: Techno-wizardry can be learnt by foreigners who can have psionics, and psionics are not a integral part of being a techno-wizard, just magical ability.

146. In PFRPG, do Warrior Monks receive +20 SDC per level, or just once at first level?

Answer: They receive the bonus just once at level 1.

147. In the Lone Star book...it said that there are 2-3 free-born dog boys that were being trained as cyber-knights. When trying to put one together I saw that he is going to be very powerful...and looking at the faq's on the webpage it said that the dog boys can't get any more psionics...so how are they going to get psi-swords?

Answer: The Zen like mystical training allows them to develop these additional abilities for Cyber-Knights.

148. Under the Hardware super hero, it says that they may trade in three attacks per melee in exchange for another area of expertise. Can this be done at first level? If so, how? Once three attacks are traded in, does this mean that the character can't attack in a melee round? I would greatly appreciate a little help.

Answer: They can select this option when first created, and they get the special abilities etc of another Hardware character. With any form of hand to hand training a starting character will generally have 4 attacks per melee (3 if taking assassin) at level 1. This means they will always have one attack per melee left (if they take assassin, they will still have 1 attack, but when they next get an attack they will lose one of them).

149. Do objects created by the Conjurer OCC look exactly like the objects simulated, or they simply resemble them. The picture in Fed of Magic shows the knife and the bird to appear translucent. Would a conjured coin look like a real coin?

Answer: They will look genuine, unless you decide the substance it is made out of is different.

150. Warrior Monk- Stick power strike is it really a modified roll (ie: including strike bonus) of 18 or higher or a natural roll of 18?

Answer: Bonuses apply to this strike roll.

151. At 4th level, the Cyber knight gains an ability that negates any bonus from his opponent provided by a machine. Since the Juicer Bio-comp harness does contain a microchip and is powered by electricity, how does this Cyber knight's ability affect a Juicer if they are engaged in single combat?

Answer: It does not affect Juicers since the machine element is considered minor, the powers are not provided by the biocomp system but by the chemical augmentation.

152. According to the 2nd Edition Fantasy rulebook the Thief O.C.C. does not get any Wilderness skills (O.C.C. related lists: Wilderness: none). But on the Thief character-sheet published on this site the Thief gets "Wilderness Survival (+20%)" and also "Track humanoids (+15%)" as O.C.C. skills. Both are not listed in the rulebook for the thief. I did not find any errata on this either.

Answer: Use the character description from the main book.

153. In HU2, the Hardware - Weapons Expert has the Sharpshooter skill. Does the character receive the same bonuses as the Gunfighter/Gunslinger for the appropriate sharp shooting skill?

Answer: They do not. What they get is what is listed under their power category.

154. I noticed in one of the RIFTS sourcebooks (I think the Triax?) that mentioned an Administrator O.C.C. My friends and I are curious if there are any more information on that particular O.C.C.

Answer: Use the Rogue Scholar O.C.C..

155. If a Cyber Knight decides that he has progressed as far as he can as a knight, and decides to learn another trade to better the cause of the knights, does he lose his psi-sword? (assuming that he retains his alignment, and dedication to the knights)

Answer: The Sword is retained.

156. On p.12 of the Rifts main rulebook, it talks about how major psionics have less skills and skill bonuses than they otherwise would...

Is this taken into account for the OCC information regarding Cyber Knights, or do you need to adjust it if your character is among the 80% of Cyber Knight characters that are considered major psionics? I'm assuming this has already been taken into account for the other OCCs that have psychic powers, but I'd appreciate being informed of exceptions.

Answer: No, this does not apply to Cyber-knights.

157. I have a question that was raised by the Cyber-Knight book. It had a list of several races that could become Cyberknights, one was the Psi-Stalkers. My question is since they are mutant humans can other mutants like the ones from HU2 become Cyber-Knights?

Answer: That is possible.

158. I have a question in regards to the Dedicated Martial Artist found in Ninjas and Superspies. Why is the Character so unskilled? Bruce Lee was a "dedicated" martial artist, yet he also had a degree in philosophy. Surely these characters should have more than just two secondary skills at level one.

Answer: Additional skills could be learned later in life, and martial art powers and abilities can be traded in for additional basic skill programs.

159. Love the whole Mega-verse. Have been a fan since 1986. Palladium is great. Now on to my question. In the FAQ area it is stated that the P.S. of the Undead Slayer is not Supernatural. However, in the description, it is clearly stated that the Undead Slayer is considered a Supernatural Being. Why? since the P.S. isn't supernatural what are the advantages of being considered supernatural?

Answer: The magic tattoos on their skin make them supernatural, but just being classified supernatural does not grant abilities like supernatural strength. They can gain supernatural strength through the use of their magic tattoos though.

160. I was wondering what would be the best O.C.C. would be for a Court Jester. Or what skills I should use to make one.

Answer: Entertainer O.C.C.'s can be found in Adventures on the High Seas for Palladium Fantasy.

161. In the early Rifts books (RPG, SB1, etc) O.C.C.'s did not list the native language, though they would often have items like "select two other languages+bonus" etc. Is every OCC assumed to have native language at 98%? (American or Spanish in NA, Euro in Europe, etc).

Answer: That is correct.

162. How much does Juicer Refills cost? There are prices for the conversions, but I haven't found prices for the drug replacements.

Answer: 20,000 - 50,000 credits a year depending on availability and legality. This is mentioned in Juicer Uprisings.

163. When it states that the were-shaman can choose another totem at fifth and tenth level (Mount Nimro page 49, bottom, left column), does that mean that he will receive all

the bonuses and benefits from the new totem in addition to his old one?

Answer: That is correct.

164. In Psyscape under the Harvester O.C.C. it says that they can "harvest" two souls per level of xp. My question is this, is that two souls only per level or does it have an accumulative affect i.e. at level one you can "harvest" two souls, then at level two it can "harvest" four 'more' souls as well as the two it already has. Or is it simply two souls per level?

Answer: It is simply 2 per level and is not accumulative.

165. Bought Palladiums Western Empire book and can not find the experience table for the Imperial soldier and Imperial Janissary. What are they and in what book are they placed in?

Answer: Use the Soldier O.C.C. tables.

166. In South America 2, The Megaversal Trooper is a partial borg and they usually have a listed P.P. value for them. the Trooper just has "Enhanced reflexes add +4 to P.P., for a minimum P.P. of 17." So do they roll for P.P. as normal or do they have a set amount based like normal partial conversions?

Answer: Roll normally, then add the bonus, if less than 17, raise to 17.

Psionic Questions

1. A Cyber-Knight (Major Psychic) faces a Line Walker and Mind Melter (Master Psychic) duo in a sword-fight. The Psychics draw their Psi-Sword as the Line Walker his Flaming Sword. A. How fast does the Cyber-Knight draw his Psi-Sword? B. Is he matched by a Mind-Melter or does his training provide a quicker/swifter skill of manifesting the Psi-Sword? C. How many attacks does the Line Walker spend in his attempt to fuel the _TW_ Flaming Sword?

Answer:

It takes on melee action.

The Cyber-Knight should have a marginal edge over the Mind Melter.

One

2. Example: A Dominator Psi, uses Bio-Manipulation ranged at 160ft/48.8m, targets a fleeing unarmored-human distancing 155ft away from him. The human fails vs. Psi/Mind-Control and succumbs to "stunned" effects/penalties yet manages to cross the next 15ft. The "stunned?" human is well past the indicated Bio-Manipulation range and thus the dilemma. Does the human still suffer from the Psi-Effects of Bio-Manipulation/ Stun or is it lifted without much ill-effects?

Answer: The victim would suffer the effects from the initial attack but would be immune (i.e. out of range) of further attacks.

3. Can Telemechanics in Rifts control robots and power armor?

Answer: Yes it can.

4. Can a character with the Psi-sword psionic use it to create 2 Psi-swords?

Answer: Yes, for Cyber-Knights as described in Siege on Tolkeen Book 4 Cyber Knights. No, for anyone else as this is a unique ability to Cyber-Knights.

5. I want to know what the limitations are for Hypnotic Suggestion. My party encountered Chantico and one of them wanted to hypnotically suggest him/super hypnotic suggest him (Vampire PC). I don't believe that one (mortal) should be able to control a god or other really powerful beings.

Answer: No, an immortal (or other extremely powerful being)

would not be easily vulnerable to a Hypnotic Suggestion.

6. Can one fight using telekinesis? Like holding the weapons with their mind and fighting? How would alignment oriented weapons work in that case?

Answer: TK combat could be used in the manner you described. Weapons that would be fulfilling the function of their alignment would probably not object too much to being handled in that fashion but weapons that feel this sort of combat is degrading or beneath them might hold back from their full potential (attack, defense, damage, etc.).

7. With mind bond could I learn magic spells or new psionic abilities? With mind bond could I learn Mystic Powers?
Answer: Yes to both.

8. I have Mind Bond at 5th level Mind Melter. Also I have total recall. Can I combine them to remember all the skills I learned through Mind Bond? and if so Can I learn the other persons combat art and what can I learn about that art.
Answer: No, Total Recall is primarily used for remembering written words, NOT for skills (particularly those that require physical exertion).

9. My role-playing friends and I have found a loophole of sorts concerning the Super Psionic power "Super Telekinesis". Using our way of interpreting its abilities, one could lift a non-psionic NPC hundreds of feet into the air then drop the poor sap to a nice rocky death without even the benefit of a psionics save. This interpretation seems unfair and at the very least unbalancing. Did we totally misconstrue the abilities of this power or is this possible?

Answer: If Super TK is used as an attack, an attack roll is required and the intended victim should receive a saving throw.

10. Would it be possible to surround a foe with a Telekinetic Force Field then create a fireball inside the force field, thus causing a large amount of damage to the hapless victim and burning up all of the oxygen inside the field? So, if the sap was lucky enough survive the fireball, they get the overwhelming privilege of an agonizing death by asphyxiation.

Answer: Albeit ingenious, these two powers cannot be combined for the purpose you illustrate

11. Using the optional rules for psi-powers in Rifts, can the Psi powers be boosted on any OCC/RCC?
Answer: That is ultimately up to the discretion of the GM

12. Does a psionic character with the ability "telemechanics" have the ability to prevent a transferred intelligence from taking place?
Answer: They do not have the power to prevent the transfer.

13. What are the bonuses gained from Telemechanics when using in conjunction with a suit of power armor?
Answer: Telemechanics allow a psychic to operate power armor in a rudimentary fashion. However, they are much more awkward when compared to a trained armor pilot and get no bonuses in combat.

14. I was recently playing a game in which one of my players used the super psionics power telemechanics to communicate with an artificial intelligence robot. I allowed him to have the robot change targets and then self destruct. Afterwards some of the other players said that the power doesn't work that way. Is this actually possible, if not what are the limits of telemechanics?
Answer: Telemechanics will allow a psychic to communicate with (but not necessarily command) an AI robot. If the psychic

could manage to convince/persuade the robot to change its targets and then self-destruct, all well and good. If not, the robot would simply refuse the psychic's suggestions.

15. If a character gains a psychic power at fifth level, does it operate for duration power, and range as fifth level or first. I am asking this because it is a debate in our group whether the character starts at level 1 as per a skill, or that the character's level reflects their total aptitude and the power starts at fifth level as the character is already a psychic who has spent time honing and strengthening their abilities.

Answer: 5th level proficiency

16. Can a character move him/herself with telekinesis?
Answer: They cannot.

17. At what speed do telekinetically hurled and/or moved objects travel? Do heavier objects move more slowly etc.?

Answer: A baseball sized object will move at 60 mph, heavier objects will slow down proportionately to their greater mass

18. Using telekinesis on living things: Can a character with sufficient ISP seize an opponent and throw the opponent with telekinesis? Does the psionic retain control for the duration of the psi-power or is ISP expended every time an opponent is thrown? Is there any way to resist being thrown telekinetically? How much damage would it do to be thrown with telekinesis?
Answer: If using TK as an attack, the psychic must roll his attack on a D20. The defender can roll his resistance on his D20 with the high score winning (much like normal combat). If caught by the TK attack, the target may attempt to break free with a P.S. saving throw. If unsuccessful, the damage inflicted will be 1D6 per 10 mph.

19. Distance: Does the distance listed for light, medium and heavy objects indicate a total linear distance the object can be moved per expenditure of ISP or a radius in which the character can move objects?

Answer: Linear distance.

20. What level of accuracy/fine control is available with telekinesis? Can the character perform delicate tasks (pick locks, writing etc.) using telekinesis? Can a character use telekinesis to manipulate and fight with a weapon with the usual +4 to strike and parry, and if so at what range?

Answer: TK is not designed for fine manipulation. If attempted to be used in this manner, there should be a penalty ranging from -2 to -10 (depending upon the specific use, the finer the control attempted, the greater the penalty).

21. What effect does cyberware and bionics have on Psionics?

Answer: Minor bionic/cybernetic enhancements like 2 implants or one limb will reduce every aspect of their Psionic powers by half (range, duration, damage etc). Anything more will completely destroy their psionic powers, they lose all their Psi powers, and all their ISP.

22. I need info On Psionics vs. Full-out Borgs If you could tell me the best way to use Psionics vs Borgs.

Answer: Borgs still have a vulnerable flesh and blood brain, and maybe some other organs still inside them. This means that they could be subject to such attacks that target the mind. Also Psionic attacks that do physical damage can affect borgs, like telekinetic acceleration attack from Psyscape.

23. I have a question about a Mind Melters Telemechanics vs the Juicers Bio-Comp. Could a Mind Melter effect the bio-comp? And if so, what would be the effects?

Answer: Telemechanics give no ability to control it, but to understand the workings, and operations of a mechanical device.

24. If you have someone with Mind Block up. Does Mind Bolt effect the person? How do you bring down the Mind Block?
Answer: There is a Psionic Power in Between the Shadows (Nightbane Worldbook 1) called Block Breaker. Mind Bolt can penetrate a Mind Block.

25. You explain that as a mage goes up in experience the strength of his spells gets stronger as well. Is this true of Psionics as well? I've looked through the books but I haven't found anything like this at all. If not then that would mean that a 15th lvl Mind Melter with a ME of 22 would have no advantage over a 1st lvl Mind Melter with the same stats other than more ISP and more powers. This doesn't seem to make sense to me. Or am I missing something? Please reply before my PCs draw and quarter me (I think one of them bought rope the other day.)
Answer: Psionic strength does not increase unlike magic spell strength which does. this is because the powers of the mind are to variable to master like spell magic increases its spell strength.

26. Does the Ruby-quartz helmet from the first Rifts book protect against physical psionic attacks such as psi-sword and telekinesis?
Answer: No it does not effect physical attacks as a physical vector is involved such as a energy field, or rock.

27. I Have a question for you, one my player in my group have ask me a question on pyrotechnics power in the main book under psi powers. Under it had two different damages and dose not state if is MDC SDC damage can you help?
Answer: Damage is SDC, only the Burster can make MD fire.

28. I just recently bought Coalition Navy. I was wondering if some who used psionic power of impervious to fire or magic spell. Or if they are impervious to fire and the CS dropped their nukes would they survive the 1.8 million degrees Fahrenheit.
Answer: No they wouldn't survive. Nuclear blasts are much more than just fire.

29. Can psionic powers be used in TW items ? A tri-corder like device with Object Read for example? Or is it only spells?
Answer: Generally not, but the Amaki of South America can do so, plus you have Psi-mechanics who can built psi powers into devices.

30. I know that the super power of Mechano-Link allows characters to "merge" with a computer and re-program it. The character can control his/her own vehicle by thought alone. Does the power allow the same character to usurp control of a suit of Power Armor or a Tank away from another pilot? I understand that this is ultimately up to the GM, but I would like to know how the power was intended to be "used".
Answer: Generally not, since with this power, touching the machinery is essential to create the link. Doing such a thing under a combat situation is very dangerous, but they could shut down a tank etc. Time is also generally required to communicate with the machine in question.

31. Does the bio-regeneration psychic ability set something like a compound fracture without physical mis-shapening?
Answer: It does. Though setting the bone is recommended.

32. Regarding mutant animals from TMNT and psionics: Can mutants with animal psionics (purchased through

BIO-E) also have regular psionic powers (by any means)? Or is this a GM call? If so, what would their I.S.P. be?

Answer: No they cannot have regular psionics if they have animal psionics unless you are using the optional tables from Mutants in Orbit.

33. I have a question concerning the Psi-Ghost, I was curious as to the weight the Psi-Ghost can carry, does this weight include his armor? What about weapons, or whatever is in his/hers backpack?
Answer: Generally light objects, and clothing. A good figure would be 20 pounds of additional material.

34. Would the psionic Psi-sword do damage? I considered it a physical attack with a weapons summoned by psionics, but some friends say that its a psionic attack.
Answer: The Psi Sword is a physical attack done through a psionically created weapon.

35. Does Negate poisons/Toxins work on a Juicer? How about Psychic Purification?
Answer: Yes, they would work on a Juicer, but only momentarily. The Bio-Comp system can easily compensate after the spell effect ends.

36. Would a Psionicist get the W.P. Sword bonuses for using a Psi-Sword?
Answer: Yes, W.P. Sword bonuses are applicable.

37. One question about psionic abilities. Are they powers that can be learned without going up in levels like magic can be learned or are they more like super powers in that you have to go up levels to get new psionic powers.
Answer: You cannot learn new psionic powers like spells, you can only learn/develop them when you go up in level (and the OCC description will state when you can learn a new psionic ability)

38. Super psychic ability Invisible haze. Does the psychic need to be visible to the target? For example thick fog with 10 visability (visible outline of victim at that range) (I wanted to turn invisible before I went to melee range)
Answer: Yes, one must be able to see the Psionic character to be affected by the Psionic Haze.

39. I have a question about Systems Failure. If someone rolls up a character with random psionics and does not take the Psychic O.C.C. but wants to work for NORAD, would they train the character to develop the extra psionics? If so, would the character need to use the Psychic O.C.C. experience table?
Answer: They can get the extra powers, and do not have to take the Psychic O.C.C.

40. Does the psionic power Mind Block protect against the psionic power Invisible Haze? It protects against Hypnotic Suggestion and the description of Invisible Haze says it's a powerful hypnotic suggestion. I need an official call on this.
Answer: Yes it does protect against invisible haze.

41. The power of sixth sense. It cannot be used at WILL to sense traps/ambush. It only comes on automatically once the danger is in motion. What would happen in the situation of a tripwire tied to a claymore. Would they sense it just before they tripped it?
Answer: They will get the feeling something is wrong as the heard towards the claymore, but not sense it directly. They go to break the tripwire, just as they are about to do so, they get a precog flash or other warning.

42. I have a question regarding bio manipulation (the evil eye). For the paralysis power is this a complete paralysis? Can someone still talk etc?

Answer: The victim is unable to move, but can still breathe and talk.

43. What is the damage of Psi-Sword on level 15, and does it get stronger if you gain more levels?

Answer: At level 15, it does 16D6 M.D. (in Rifts). That is up to the GM, but if they wish for it to get stronger then an additional 2D6 at levels 18, 21 etc is appropriate (every 3 levels).

44. I was wondering about when I make a mutant and role up the powers and I get psionics as well as mutant powers. I know that your ISP is your ME x2 but when you are a mutant does your ISP go up with your levels of experience?

Answer: Your I.S.P. is M.E. + 1D6x10 for those who get Psionic Powers in the Super Powers Table. They will also get 1D6+1 I.S.P. per level.

45. Could a Mind Bleeder with the psionic ability to make a target mess up their speech, then use this ability to make a spell caster mess up a spell and have to try it again?

Answer: If that spell is verbally based yes.

46. Is a TK forcefield at all visible? If not, does the spell "See The Invisible" allow its viewing? What about creatures that can naturally do so?

Answer: It is not visible, and cannot be seen with see the invisible. However its effects can be easily seen when things such as dust etc are blown against it.

47. Under the psionic ability of "Impervious to Poison/Toxin" it lists the duration as 2 minutes (8 melees). Is that per level of experience or just 2 minutes because every other "Impervious to" spell duration is per level of experience.

Answer: It is not per level.

48. I just got The Rifter #9 and I'm wondering about the ectoplasmic objects psionic power. Does a wooden stake made with that power have the same effect on a vampire as a real one? thanks for your time.

Answer: It will not, since it is not wood.

49. In Heroes Unlimited 2nd Edition it says that the Telekinesis Super has the advantage of being able to manipulate greater weight, but it does not give a max weight. Is it only limited to when the psychic runs out of ISP or what?

Answer: That is correct, there is no maximum weight limit on Telekinesis (super).

50. Can a Mind Mage cast telekinesis on an opponents armour and crush their body? Can Telekinesis rip an opponents limbs off?

Answer: No to both.

51. Once and for all would you give me the official Palladium Books answer about whether or not psionics can affect people in boy armor and/or power armor at any given time?

Answer: Body Armour yes, Power Armour No.

52. I just recently acquired an Absurr Life Node (Atlantis) for one of my characters. He is a master psionic, and before receiving the symbiotes was SDC. What I was curious about is if his Psionic Healing Powers (ie Super Bio-Regeneration) would still be of any use. Normally it heals 4d6 hit points and 4d6 SDC every time it is used; is that power now useless to me because I am MDC, or would it still work in some way?

Answer: Hit points only would be restored as M.D.C.

53. In The Psyscape World Book on page 78 the Psi-Warrior at 3rd level gets the psionic power Combat Initiative. (which I can't find anywhere) It is supposed to be Intuitive Combat, correct?

Answer: That is correct.

54. If a psychic uses a psionic such as evil eye, then is killed does the psionic effect still remain, or does it end with the death of the psychic? is this the same for magic?

Answer: It would end with the death of the psychic.

55. Unlike auto mind block, how is the person to know that they are being probed or someone is attempting to "Mentally possess other" (page 125 rifts)? How does a GM role play a scenario like that, with out letting the cat out of the bag.

Answer: They must suspect something, to raise their shield.

56. Does mind bond work with sentient robots (like the machine people)? If it did, would the machine person also gain the skills and psionics of the mind melter?

Answer: No, it will not work.

57. Can a character with telemechanic possession cause an electronically controlled door that requires a security code to open without knowing the code?

Answer: Yes.

58. Can you activate Psi powers while inside a suit of power armor? For example, can you activate the super Psi power of psi-sword while inside power armor?

Answer: You can, but the powers will not normally penetrate/work through the armor, in this case the Psi-sword will appear in the characters hand, tearing through the hand of the PA unit.

59. Does a Psi-sword damage an invulnerable being (whether by super-power or by virtue of being a vampire or lycanthrope)?

Answer: If they are vulnerable to psionics yes.

60. If you create a psi sword on one action and then put up mind block, what happens to the psi-sword. does it dissipate due to mind block stating no psionic abilities can be used or since you have already spent isp for the sword, it becomes a physical object not affected by mind block.

Answer: Since it is already activated it will remain up and running once the mind block is in place.

61. While it has been said that one cannot create two Psi-swords and use them paired, could a magical/psychic character create a magical sword (like Lightblade) and a Psi-sword and use them paired?

Answer: Yes, that can be done.

62. Could a Psychic controlling a machine like a computer via Telemechanic Possession be able to utilize the computer's defenses against another psychic who is entering the same machine via Machine Ghost and try to kill him?

Answer: Only if they are aware of the other psychic.

63. How exactly do the Telemechanic powers (possession, paralysis etc) affect nano machines? Would controlling/paralyzing one affect all the machines in the colony? Could a controlling psychic make the machines harm their host instead of heal like they usually do (like Arrak Chrome from Mercenaries)?

Answer: Generally they cannot be affected. Nano bots in the body would be treated like cybernetics and bionics.

64. In the Psyscape book under the Special Powers of Psyscape Psychics it says the Psychic can transform themselves into a being of pure psychic energy. However, there is no account of what this does to the psychic in regards to his physical and psychic abilities, attributes, rate of movement, etc. What are the limits and limitations of this form?

Answer: Physical attributes and abilities mean nothing while in energy form. They are only capable of limited movement.

65. With Telekinesis Super does it always cost 10 ISP to lift something say a baseball or can you use less ISP like with TK minor?

Answer: You will have to pay the minimum I.S.P. Cost. for this reason it might be appropriate to have both Psi powers and use the appropriate one at the appropriate time.

66. Dose wearing body armor affect a psychics abilities in anyway? And if this is listed anywhere in the Rifts books, what book and which page?

Answer: It does not, though may psychics feel uncomfortable while wearing a helmet.

67. Does the psychic power of Mentally Possess Others require a saving throw? It doesn't list a saving throw in any of the books I have referenced.

Answer: A saving throw is required.

68. Can someone using telekinesis (super) attack with more than one object at once if there all the objects do the same action. ex. could a third level mind melter attack the same target with three or two vibro-blades in one attack or only one object per attack.

Answer: They can use more than one object, but it will be considered one strike (with one strike roll) and they will tend to be confined to a small area (i.e. hurling a container of knives at someone, a successful dodge will allow the character to avoid all the knives).

69. Using Super TK as a form of flight, how could I reasonably determine speed per I.S.P. spent.

Answer: You cannot use Telekinesis (any) to fly.

70. How would the Psyscape Power TK body field convert to Palladium Fantasy? It lists 10 M.D. per level. What would the S.D.C. per level be and would there be an Armor Rating?

Answer: Treat it as a psionic version of Armour of Ithan.

71. If a Mind-Melter (or other psychic) loses one or more of their limbs, (for instance, they were caught in a blast and lost both arms and both legs due to amputation) does the psychic's powers become reduced or lost? If not, why would cybernetic replacements cause a reduction or loss of psychic power?

Answer: It is not the loss of the limb that causes the problem, but the interface with something not natural that can cause the disruption.

72. Could Psychic Surgery also be used for plastic surgery, such as fixing a person's face, etc.? Especially someone with the Experiment Side Effect of no facial features?

Answer: No, it can be used to heal damaged blood vessels etc, but not for plastic surgery.

73. Could a character with the super power of Teleport grab on to someone (with a successful attack roll) then teleport to a maximum distance above the earth and drop the victim, then while falling teleport safely away?

Answer: It is possible but the chance of a miss jump is higher

than normal (it would probably count as a totally unknown place unless your character has flown over that spot before and hovered there getting bearings).

74. In the Psyscape books, natives from Psyscape get one super psionic power double range duration and damage, would that also apply to a burster or zapper, would they have their powers doubled? What about a Cyber-Knight?

Answer: Only a Super power, special powers cannot be doubled.

75. Can a mind melter with super telekinesis twist someone's neck with it (in turn killing them)?

Answer: No, The attack is likely to cause the victim to spin around.

76. Psi-Shield is an ability that states that it cannot parry energy attacks or projectile attacks, but psi-swords are made out of energy. right? So can the psi-shield parry psi-swords, or can it only parry your typical hand-to-hand weapons? And can you perform a bash attack with it?

Answer: They can parry Psi-Swords, and yes it is possible to perform a bashing style attack with a psi-shield.

77. Could a Changeling Mind Mage use the Physical Psionic Power of Impervious to Poison/Toxin to negate the harmful effects of alcohol and salt? Thus giving him or her a great way to negate suspicion of his or her true nature.

Answer: That is up to the individual G.M. to it may be possible.

78. Can one combine the teleport object psionic power and the Super-vision: x-ray vision powers to teleport objects into people, and if so, to what effect?

Answer: You cannot combine X-ray vision to teleport an object into a person.

79. I was wondering if a character who randomly rolled psionic powers would be able to learn new ones with the aid of a more powerful psionic. What would their limitations in learning be if they could?

Answer: They will not be able to learn additional powers.

80. What does the Super Psionic Power Super Charge in Between the Shadows do to the Psionist in an MDC environment? Does it give him a combined MDC of his HPs and SDC plus the 40 SDC For the Duration of the Power? Or is the Psionist still a SDC being (Assuming he was to start with) when the power is in effect?

Answer: He still remains SDC if that is what he now is, but now also has supernatural strength will enable them to inflict M.D. punches.

R.C.C. / P.C.C. Questions

1. Can Atlanteans get bionics?

Answer: Yes

2. Would a Thermonuclear bomb kill a vampire? I was wondering since sunlight kills them would not a nuclear explosion also kill them.

Answer: Sunlight harms vampires due to a supernatural effect, NOT the scientific effect of a thermonuclear reaction. Thus, sunlight will destroy a vampire where a non-supernatural thermonuclear reaction will not.

3. I have a number of questions about Machine People. Do Machine People have internal organs? With Machine People, how exactly does their brain work, and will telepathy and other powers that affect the mind work at all on them since

their brain is a computer and not a living organism. Do machine People actually EAT metals or do they just assimilate them into their bodies. Do Machine People have souls? Machine People being as complex as they are why do they not have their own sourcebook?

Answer:

Machine People do possess internal organs.

They are not affected by either telepathy or bio-manipulation.

They assimilate metals into their bodies.

Yes the do have souls.

There are no current plans for a sourcebook strictly about the Machine People; however, more information about them may appear in future Phaseworld supplements.

4. Does anyone know how to calculate the base S.D.C. for a reshapar in Nightbane?

Answer: Reshapers begin with 3D6x10 SDC and 5 times their P.E. attribute in hit points. They gain 1D6 hit points and 10 SDC per level of experience.

5. Is the Woven's natural ability of Keen Hearing the same as the Hob-Goblins, including the +1 to initiative and dodge, as well as half penalties when blinded.

Answer: They don't get the bonuses or the penalties.

6. Is there a Vampire RCC for the Palladium world?

Answer: Yes, they can be found in Western Empire (pages 206-216).

7. Do the Psi-Nullifiers have the ability to disrupt magic/psionics already in process. For example, Bob the mage shoots a energy bolt spell of some sort outside of the Psi-Nullifiers 10ft. Radius at Frank the Dogboy. Frank the Dogboy jumps out of the way, but Laz the Psi-Nullifier is behind Frank and the bolt of energy was not intended for Laz. Would Laz be able to Nullify this spell or would he be pretty much screwed?

Answer: Psi-Nullifiers can disrupt magic and psionics already in process. The effectiveness will vary with the type and potency of magic/psionic involved as well as how far along the spell/power is toward completion.

8. Do Psi-Nullifiers have the ability to disrupt Chi points being used, same radius in the book or when directed at them?

Answer: No, they do not.

9. Do elves really get an extra shot with a long bow since they've had centuries of experience?

Answer: GMs options. Some Elves have never used a bow.

10. Does a Troll's claws do 2D4 or 2D6, because in the natural abilities you put 2D4 damage for clawed hands, but then in the "Other Notes" you put clawed hands doing 2D6, which one is right?

Answer: 2D6

11. What are the horror factors of the dragon hatchlings in the main Rifts Book?

Answer: Fire hatchling 12, Great Horned hatchling 12, Ice hatchling 10, Thunder Lizard hatchling 11

12. Would a godling have an AR in an SDC world?

Answer: They would.

13. In Palladium Fantasy would a godling have to choose from the same OCC's or would it become the Palladium equivalent (Ley Line Walker = Wizard ; Shifter = Summoner).

Answer: Use the Palladium Fantasy Equivalents.

14. Nowhere in Rifts England does it say that Chaing-

Ku Dragons attributes are considered supernatural. I was wondering if this is simply an ommittance of this note or that they have standard issue stats in this respect?

Answer: All dragons are considered supernatural creatures with Supernatural Attributes.

15. The power ranges of the Dragon R.C.C. are all over the place. I was wondering why do they all use the same experience table even with such a wide range in powers?

Answer: If the GM feels that the various dragons should progress at different rates, he is free to modify the experience tables for his individual campaign.

16. In DB#2, what is the standard equipment and money for a starting Draconid R.C.C.?

Answer: Draconids would get starting equipment and money standard for either a Line Walker or a Mind Melter (depending upon their lifestyle choice).

17. When (if ever) can a godling grow up into a (lesser) god

Answer: This is up to the GM's discretion.

18. I just have a question about the Simvan that no one seems able to answer. How exactly does the Simvan affinity with beasties work? Are there a set of rules, like percentage chance of taming a critter? Or can you just hop on and ride around?

Answer: With non-hostile animals, the affinity is generally a given. With animals that are reluctant, skittish, or angry, the Simvan's chance to tame it is Base 15% plus 5% per level of experience.

19. Do the Bhlaze take 1/2 or none damage from energy? (They say they take 1/2, but they also include that the Bhlaze have Energy Absorption, which would mean they should take none?)

Answer: Damage under normal conditions, but no damage if the Blhaze activates their Energy Absorption power.

20. Do Seerman and Talus get the extra dice roll like humans?

Answer: Seerman get the bonus die roll on any attribute. Talus get the bonus die roll on any attribute except their P.S., P.P., and Spd.

21. Could (hypothetically) a Chiang-ku give tattoos to Seeronians?

Answer: This would be up to the discretion of the GM.

22. Can Seeronian characters take space skills like movement; zero-g and pilot space fighter?

Answer: They can.

23. Could Seeronian Super beings take sharpshoot-

ing?

Answer: Yes, They can.

24. When a demi-god or a godling have power #10 (powers of a practitioner of magic) do the special abilities of the practitioner become natural abilities that do not use PPE? Do the demi-god or a godling get the OCC skills as well?

Answer: The Special abilities of that particular O.C.C. will be given, and if they have a PPE Cost, then it will have a PPE Cost for the Godling. Powers that do not have a PPE cost will not have a PPE Cost for the character.

25. Power #10 also states that the available magic is that of the level equal to the characters level of experience.

Does this mean that the demi-god or godling do not get the starting spells of that practitioner but only level one spells?
 Answer: The demigod/godling would receive the appropriate starting spells (even those above 1st level).

26. If a Demi-god had the powers of a necromancer, but the OCC of a Ley Line walker, would he/she suffer the doubled PPE cost for using non-necromagic spells? Also, if that same necromancer/demigod chose the OCC of necromancer would he have any special bonuses for already having the powers of a necromancer?

Answer: The Line Walker OCC would not suffer the doubled PPE cost for using non-necromantic spells. The Necromancer OCC would get bonuses (such as spell strength and/or decreased PPE cost, etc.) based on their level. The GM should assign whatever they feel is appropriate. Normally when casting spells if the character has multiple O.C.C.'s, use the highest level which is appropriate for the spell being cast or ability being used.

27. Why does Lanotaur Hunter in Psyscape have no skills, or OCC choices?

Answer: Since the Lanotaur RCC was designed to be a NPC villain, any skills beyond the basic abilities listed were deliberately omitted. A GM that wishes to allow this for player characters is free to do so --just extrapolate from comparable/similar existing RCCs

28. I have a question as to the Dragon-Cat, from Psyscape. It lists the R.C.C. as an optional player character with a high enough I.Q. to be considered human. Therefore, my question is why was there no skill package/selection table for such a creature? Also, what do they get for I.S.P.?

Answer: Dragon-Cats receive the natural abilities listed in their description, along with their innate psionic and magical abilities. To receive any skills beyond these, a Dragon-Cat would have to enter an O.C.C. Dragon-Cats begin with 1D6x10 I.S.P. and gain 10 every level of experience.

29. A burster sets a fire. Next action he fuels it 10 times. Can he fuel a section of it again 10 times? (this would take us to 100 times damage and indefinitely augmentation!) There is nothing in the book that restricts it.

Answer: No, a Burster can only fuel his original flame one time.

30. An atlantean have 3d6 for PP stat. He also gets another one if he has a 16 or higher? In Conversion Book it is said that if one rolls a 6 on the extra dice he has a fifth one.

Answer: That is correct. You, can only get two extra rolls this way though even if on if you a six on the fifth dice.

31. Can True Atlanteans be Nightbanes? What other races can be nightbanes? What limitations would you prescribe?

Answer: The Façade of a Nightbane can belong to any non-supernatural humanoid races and True Atlanteans. For full details see Between the Shadows page 142.

32. I have a fairly important question regarding Rifts Conversion Book One. In the books, it is mentioned that Faeries are a fun and interesting optional RCC, but nowhere does it mention an experience table. My question is, what is the experience table for faeries?

Answer: As a rule, Faerie Folk have a set of unchanging skills and abilities. Each faerie type has their own R.C.C. skills but these don't increase with experience. At the GM's discretion, he may allow a PC Faerie to improve but this should be a very slow progression (such as the Dragon's experience table).

33. On the Zaayer Crystal Dragon the book says what spells it is limited to, but does not say whether or not it starts with those spells, or if it must gain them by others means.
 Answer: It begins with those spells.

34. Are Psi-Stalkers an R.C.C. or a P.C.C.? If an R.C.C., what O.C.C. are available to them?

Answer: Psi-Stalkers are an R.C.C. They may enter any O.C.C.s that are not specifically denied them.

35. How are demigods and godlings handled in Heroes Unlimited. Do they received standard powers and what Categories do they fit in?

Answer: Demigods & Godlings in H.U. are considered to be either super-powered Aliens or Mystically Bestowed individuals. Just transfer their powers from Rifts over to their H.U. equivalent (extrapolating where necessary).

36. I was wondering how the Psi-Slinger links with the three handguns which are allowed to him. Are there any requirements regarding this linking or any specifics as to how much it costs, how long it takes, etc.?

Answer: Although Psi-Slingers start off with 3 PAIRS of guns (making 6 in all), they can only bond with 3 of them, leaving the other 3 normal. Thus far, three seems to be the limit of guns that a Psi-Slinger can bond with. It takes a minute and requires 10 I.S.P. to make the link.

37. With the Blhaze race from Skraypers the book states they communicate via manipulating energy and radio waves, does this mean they need a communicator to speak to others?

The 2 NPCs in the book show a -4 vs magic and psionics respectfully, and I didn't read a particular vulnerability in the racial stats. Which one is right or neither? Also the RCC stats show a +17 damage in ADDITION to powers and abilities, but based on the 2 NPCs this looks like a typo and the strength ability is all they get....is this true? ;)

Answer: Yes, they need a communicator. The -4 is correct. The +17 is correct for a typical Blhaze. Individuals may vary.

38. In the Phase World book, under the Silhouette RCC. It does not mention Secondary Skills RCC related skills or standard equipment. was information left out or can I also choose an OCC? If information was left out please inform me so I may better my Silhouette character.

Answer: Silhouettes gain two additional secondary skills at levels 3, 6, and 9, and one more secondary skill at level 12.

39. Are vampires "minor supernatural creatures" for purposes of the constrain being spell and similar magic? What about lycanthropes and dragons? Does the classification change with age of a dragon or rank of a vampire? Are there any suggested guidelines or general rules of thumb with respect to other creatures (including shadow beasts and other spell-summoned creatures)?

Answer: Lycanthropes, wild and secondary vampires, and even dragon hatchlings can be considered minor supernatural creatures. Master vampires and adult dragons cannot be regarded as minors. For other creatures, just use their level of age and power as your guideline.

40. Do Chaing-Ku, particularly Tattoo Masters gain additional P.P.E. and/or M.D.C. as the gain new tattoos like humans, ogres and elves do? If not, why not?

Answer: They get the additional P.P.E. and M.D.C. like humans etc when gaining magic tattoos.

41. Do Chiang-Ku gain additional skills as they go up in levels like other dragon hatchlings do? If not, why not?
 Answer: Yes, they gain additional skills.

42. Rifts states that dragons reach maturity and become adults at 600 years old. In Africa, Abkii is listed as a 749 year old hatchling. Is this a mistake/typo, or do Chiang-Ku mature at a different rate?
 Answer: Dragons generally come out of adolescence at around 600-650 years. However, as with many other species, there can be prodigies and late bloomers.

43. The P.P. and P.E. statistics for every Chiang-Ku hatchling printed (Fang Lo and Abkii) cannot be achieved according to any of the printed rules. Are these characters typos or are the die rolls for these Chiang-Ku hatchling statistics (2d6+3) printed incorrectly?
 Answer: 2D6+3 is correct for Chiang-Ku hatchling P.P. and P.E. However, a roll of 12 on the 2D6 allows for a 1D6 bonus roll. Thus, the hatchling has the potential to reach 21 in these attributes.

44. My question is from Rifts World Book 6: South America. Can Anti-Monsters get Boi-Wizardry or not?
 Answer: Although it is possible for an Anti-Monster to integrate bio-wizardry into his body, it should be extremely rare and difficult.

45. Can Mind Melters be Humans?
 Answer: Mind Melters are considered to be a separate species from human.

46. In a recent gaming session a question arose about the race "Changelings" With regards to "Changelings are asexual, having no one sex, they can be either male or female or both." Normally the word asexual means that the species reproduces without sex. Is this true for changelings, or is it that since they can be either, they can decide if they wish to carry or impregnate?
 Answer: They can decide what sex they want to be, and whether they wish to impregnate or carry.

47. Why does Sargon the Hunter have hair? In Lone Star it says Psi-Stalkers are bald.
 Answer: Psi Stalkers are bald, but who says they cannot wear wigs or have hair transplants.

48. Rifts England: Can a Chiang-Ku with 7 or more Tattoos cast spells?
 Answer: They cannot cast normal spells, and would most likely be a Tattoo Master.

49. What ever happened to the 1st Edition's Mind Mage's ability to Teleport themselves?
 Answer: A lot of the powers were revised to fit the standard system and that ability was lost.

50. How much P.P.E. & I.S.P. would a Carbarron, Praxian, Spherian, Garudan and Perytonian have from Robotech 2 the Sentinels in a Rifts setting
 Answer:
 Carbonarites
 P.P.E. 3D6
 I.S.P. only if the have psionics
 Priaxian
 P.P.E. 3D6
 I.S.P. only if the have psionics
 Garudans

P.P.E. 5D6
 I.S.P. Standard for their race
 Spherian
 P.P.E. 6D6
 I.S.P. only if the have psionics
 Perytonian
 P.P.E. 6D6
 I.S.P. only if the have psionics

51. Can Dragons gain extra ISP/MDC/P.P.E. as it goes up in level or from choosing an O.C.C.?
 Answer: None, until they go from hatchling to adult dragon status

52. What happens to special abilities after being turned into a Vampire (HU2 superpowers, RCC abilities, natural magic abilities, etc.) after the transformation?
 Answer: They are lost, and the vampire has only the natural vampires powers and abilities

53. For something truly sick can a Changeling become a vampire?
 Answer: No, they cannot.

54. The godling/Demi-god power of changing shape. The amount of time the character can do this goes up per level, does the duration as well? (One hour per level)
 Answer: The duration does increase as a character goes up in level. But that is for the total time shape shifted per day.

55. What is the AR for a NightBane, I have looked and looked and I can't find it.
 Answer: They do not start with any natural AR. Certain Morphus forms may provide a AR Rating. If so use that (though they generally provide impressive SDC bonuses instead).

56. How deep can the 1st Stage Promethean go underwater?
 Answer: The best rules for these are listed in Underseas. Considering they are supernatural creatures, they could probably dive to 850 feet (259m), about as deep as a deep sea diver can reach

57. Dragons, in general, do they have to breath, I know they don't have to eat, but what about breathing?
 Answer: They do have to breath, but magic can be used to assist them.

58. Is there any more official information on the Lost Ones R.C.C. other than the scanty information provided in the Mercenaries book?
 Answer: There is no more official information on that race

59. I was wondering, in Rifts Atlantis it say that True Atlanteans can become a mind bleeder. Since it was printed before rifts Africa does this still apply. If it does could other races become mind bleeders.
 Answer: The True Atlantean can become a Pseudo Mind Bleeder. With the same powers and abilities of a Mind Bleeder, but based on the True Atlantean race. No other races can become a Mind Bleeder.

60. In your view is it entirely possible to make a nine year old into a Master Vampire? I think I have all the bases covered and have written a six page prologue to the story telling that tale.
 Answer: Yes, a nine year old can become a master Vampire

61. Does water vapor hurt vampires? What I mean

is what if a water warlock and a TW teamed up to make like a steam cannon or maybe the alter physical structure: water power or alter physical structure: vapor power could be used in this fashion. What about a new TW weapon for psychics with the super psionic of hydrokinesis?

Answer: The water must be liquid to affect vampires, otherwise the humidity in the air would affect them.

62. In Nightbane, can you only shift into Morpheus actually at night, or at any time.

Answer: Nightbane can change at any time.

63. What's the psionics for a Lost One, if they have any, or is the one in the Merc's book a race that gets an OCC with it, or can they get a RCC with the race?

Answer: The psionics would be the same as for a Mind Melter as well as the RCC experience table being the same as a Mind Melter.

64. Before I ask my question I would just like to say what a great job you guys have done on Rifts. Anyways, I was wondering what the average life span of the Azverkan (Rifts Mindwerks page 44)

Answer: There is no lifespan listed, for now presume standard human life span (120 years max) for that race.

65. Are machine people affected by phase weapons? Answer: They are not affected by Phase Weapons.

66. About Nightbanes how long can they stay in Morpheus form? Are there any penalties for staying in Morpheus overlong?

Answer: A Nightbane has no duration for stays in morpheus form, and there are no penalties for staying in that form

67. Can a Minotaur can be a blade priest or other O.C.C. that are not listed in Old Ones.

Answer: No, they cannot become a Blade Priest since they are not classified as True Giants. As for others they as long as they fit the guidelines for example any Man of Arms O.C.C. and it does not exclude them they can take it.

68. Can a Psychic RCC from rifts choose to adopt a Non-Psychic OCC at higher levels? Like, lets say a Psi-Tech becoming an Operator to better his grasp of the mechanical skills. Answer: They can change OCC's but cannot select a R.C.C.

69. I was wondering if a race the Hawrk-ka (or any other RCC that is impervious to magic) would be effected by TW modifications to energy weapons, TK rail guns, etc. And where I could find this if possible.

Answer: Direct mystical effects do not effect them, so TK rail guns etc. will not effect them, but a rock accelerated to rail gun speeds through magic will affect them.

70. What about a True Atlantean Master Psychic from Psyscape, will he be able to transform himself into pure psychic energy as on page 30? In other words if it's a natural ability of the O.C.C. or from living in a certain place like Psyscape does the "cannot be transformed" ability apply?

Answer: Since this is a transformation they cannot do that. The only physical transformation that applies is the transformation to MDC from magic tattoos.

71. Does environmental body armor work while the psi-ghost is intangible?

Answer: Body armour does not work, while intangible attacks will pass through the body armour.

72. It lists in the Burster RCC as an available psionic "Resist Pain". I didn't see this psionic listed in either Psyscape or the original RIFTS book.. Is this a misprint and you meant "Deaden Pain" or is it a new psionic?

Answer: It is supposed to be Deaden Pain.

73. That the Burster takes 1/2 damage from Electricity. I was wondering, in terms of weapons, what does this mean? Do Lasers and Particle Beams only do 1/2 damage similar to the Zapper OCC?

Answer: All electrical based damage, lightning, electric fences etc do half damage.

74. How does a Psi-Nullifier (Psyscape) stack up against Martial Artist with Chi Mastery abilities from Ninjas & Superspies? Can the Nullifier negate any or some of the Martial Artist's abilities/powers?

Answer: The Chi Mastery powers are not magic or Psionic based, and as such cannot be affected by the Psi Nullifier.

75. My question involves Conversion Book Two: Pantheons of the Megaverse. If you choose Power #10 for either the Godling or Demigod R.C.C., can the magic O.C.C.'s to be selected also come from magic O.C.C.'s presented in later Rifts books. (i.e. choosing a Fire Sorcerer for a Russian demigod or godling or a Temporal Mage for a Celtic godling or demigod, etc.).

Answer: Yes they could select those magical O.C.C.'s

76. I have a few questions concerning the Changeling in the FRPG. Can they reproduce with other species? Example: If my Changeling marries an elf, can they have kids and what race would they be?

Answer: They cannot reproduce with other species.

77. Can Changelings detect other Changelings? I usually play it like the Immortals in "Highlander". They can sense each other, and what guise they're using. But they don't reveal this to other races. Is this good?

Answer: It is up to the GM to decided if they can sense other races. Many may know contacts, and changeling friendly places to establish contact with others of their kind.

78. I have quite a few of the Rifts figurines. What is the predominant body color of the Brodkil (I want to paint it)?

Answer: I have gone with either purpley toned skin color (sort of like light bruising in color). In the Rifts CCG they were given a light green skin tone.

79. Is the MDC transformation of the Oni Ninja something that has to be activated?

Answer: It is permanent, and does not need to be activated.

80. What is the p.p.e. for the Asgaardian Dwarf and Elf in the pantheons of the megaverse book?

Answer: Elves: 5D6 PPE, Dwarves: 3D6 PPE

81. Rifts sourcebook 1 says Brodkil love to use magic weapons. Does this include T.W. weapons? (the illustration seems to depict a Brodkil wielding a T.W. Flaming Sword).

Answer: Yes, this includes TW weapons.

82. If you destroy a Vampire Intelligence, it destroys his minions. Does anything happen if you destroy a master vampire?

Answer: You kill a master vampire. No other effects occur

83. First the arcanist out of BTS can learn any type of

magic by observation right, well on rifts earth that's quite alot. So what types can he/she learn? (circle, wards, basic spells & rituals, line magic, chi magic, blue flame, necromancy, spell songs, underwater magic, etc.)

Answer: They can learn basic spells and rituals, given time and instruction Chi Magic (see Mystic China for details). Other sort of magic cannot be learned

84. Can a chaing-ku give a willing person enough drinks of elixir in one night to control him/her, or must he wait the full two weeks before he distributes it again?

Answer: Multiple elixirs can be drunk in one night

85. Hypothetically (get ready), could an Enlightened Immortal (from Mystic China) using his Red Animus (that makes him impervious to all energy) withstand the blast from the SDF-3's main gun?

Answer: They would not be directly affected by the blast of the main gun itself, but they would not be able to affect anything else, and if in space it means they would be exposed to vacuum and a horrible death., radiation is also likely to effect them, plus debris slamming into them.

86. Can the Lizard Mage from the Rifts Conversion Book be a player character?

Answer: It can be played as a PC, but is not recommended

87. Was thinking about making a Phoenixi (its in Africa pg 60) it says that Phoenixi knows all magic fire spells is it talk about common magic fire spells and elemental fire magic spells or both.

Answer: Elemental Fire Magic.

88. I have a couple questions as to the Demigod. Elsewhere, on this FAQ, it says that when Power #10 is taken, a Demigod or Godling gets the O.C.C. skills of which ever magic category is taken. Do they get the related skills as well? Also, with Power #10, are Demigods limited to just Line Walker, Shifter, Warlock, Mystic and Necromancer, or are all viable Magic classes available?

Answer: They do not get the related skills. All viable classes can be selected

89. Do full sized zentradi become M.D.C. beings on Rifts earth or do they remain s.d.c/hitpoint creatures?

Answer: They are major sdc creatures with the equivalent of MDC when full sized.

90. You seem to have missed the ISP details for the Uziel RCC in Rifter 1

Answer: 1D6x10+ME, plus 2D6 per level. Hope this helps!

91. Can a Nightbane in Facade Form Regenerate? Are all of their common Nightbane Powers (nightvision ect..) all in effect in Facade form?

Answer: In Facade Reduced nightvision ability Sense Nightbane Immunities to mind control and vampiric slow bite. Immunity to transformations They do not get any other ability in their facade including the advanced bio-regeneration.

92. I plan on making a mutant Tusker as an NPC using TMNT rules. I was wondering if you had any suggestions as to Bio-E, size level, build, powers, etc.

Answer: There are guidelines in TMNT for creating New Mutant animals, but for a Tusker the following should apply. I have for a interesting exercise used the rules from TMNT to create a mutant Tusker animal.

SL: 14

Build: Medium

Total Bio-E: 0

Attribute Bonuses:

P.S. +4

P.P. +2

P.E. +4

Spd. +4

Features

Hands 10 Full, 5 Partial

Biped 10 Full, 5 Partial

Speech 10 Full, 5 Partial

Looks 10 Full, 5 Partial

Natural weapons:

5 Bio E for Bite doing 1D8 damage

10 Bio E for Bite doing 2D6 damage

5 Bio E for Claws doing 1D8 + P.S. damage bonus

10 Bio E for Claws doing 2D6 + P.S. damage bonus

5 Bio-E for Headbutt doing 2D4 damage

Powers:

Advanced Smell (5 Bio E)

Nightvision (5 Bio E)

93. Do any of the books give stats for mutant penguins or kiwis? If not, would you by any chance be able to provide them, or at least make suggestions?

Answer: There are no stats in the books for Penguins or Kiwi birds. These best idea would be to use small bird for the kiwi, and no flight abilities. For Penguins, they cannot take the flight ability, instead as powers to be bought, a insulated feather layer, and swimming. Rifter #18 has official statistics for the Penguin.

94. In Pyscape, the prolog story for the Harvester, there is a CS Mind Melter with SF training. Does this mean that a Mind Melter, when first created can use the SF O.C.C., or does he/she start with the R.C.C. skills of a Mind Melter and gets the O.C.C. related and secondary skills of the SF O.C.C.?

Answer: That NPC can be considered a special case (like all NPC's), or a Mind Melter may elect to switch occ's (freezing their advancement as a Mind Melter) and change to another OCC.

95. It says in the conversion book for Rifts that creatures of magic, including Faeries, become Mega-Damage creatures on Rifts earth. Does this include Cobbler Goblins who are technically faerie folk who are creatures of magic.

Answer: Changelings and Goblin Cobblers do not become MDC creatures when on Rifts Earth (Many creatures of magic become MDC, but some do not).

96. Is it possible for a Nightbane to gain any symbiotic organisms to their morphus and not have them appear in their facade? Also, can a nightbane gain the powers of a Rianthenor, and if so, does the armour add to the existing powers of the nightbane, and does this armour also appear on the facade or is it restricted to the morphus?

Answer: No to all.

97. I am playing a Godling in my roleplaying scenerio. I am new to this and it says I have a regenerative ability. When my character loses a limb of some sort, does that mean that the regeneration ability will heal the missing limb or does it have any other effect?

Answer: Regeneration of Godlings, will allow the regeneration of lost limbs

98. Is it concievable that a Marduk or Zentrán/Meltran would be able to take a Rifts O.C.C. should they become exposed to that universe?

Answer: It is possible.

99. I just bought Psyscape and a question arose when I started reading about the "Nega-Psychic" and the "Psi-Nullifier". The question is, with thier ability to null out psychic and magic power does that work on TW weapons?

Answer: The negation abilities only apply when charging a TW item, once it has been charged, then they cannot be affected by a Nega-Psychic or Psi-Nullifier.

100. If a Psi-stalker goes to drain P.P.E. how fast does he drain it? It doesn't say in any of the books that I've seen.

Answer: It takes 1 action to drain the P.P.E. of a victim.

101. About the extent of the psi-ghost's power. Can he walk through living matter, say a wall of flesh or the stomach of a giant?

(If physical attacks pass right through then I would say that the answer is yes). Can he turn himself, and say a 10 foot pole that he is holding intangible and then put that same pole into a vital organ in an enemy's body and then turn tangible and kill him?

Answer: Yes, he can walk through living matter. No, he can no do that with a pole.

102. And I would like an explanation for the instant death that a psi-ghost suffers when he is partially inside an object. Can he be ressurected from such a nasty death?

Answer: No he cannot, because the character will be merged with a solid object, both effectively becoming one. This merging is at the molecular level, and is totally different from most other kinds of death.

103. Is Dragon flight magical or physical. If flight is physical, how could dragon wings (however large) ever hope to lift or move 30 tons, even with my supernatural strength?

Answer: It is physical. Real world physics do not often go hand in hand in dragons, so you could say there is some sort of magi-cal assistance to the flight if you wish.

104. What creatures can a dragon morph into?

Answer: Anything within the size constraints From a Rabbit, to a Horse, to a Bear, to a South American Condor (providing they know the form they are changing into).

105. Can the old ABM mutant mechaniods fit in the new style bodies of the new mechaniods without any recon-struction if one was captured?

Answer: Yes, the abm mechanoid organism can fit into the new bodies.

106. I notice that the description of the Oni Cyberai in the 2nd Phase world book mentions a force field, but there seems to be no details.

Answer: This was probably omitted form the final version, so they do not possess built in force fields. However if you wish them to have force field, allow them to have built in equivalents to the Naurni Force Fields.

107. Can a Wampyr from nightbane survive on ani-mal blood and can said Wampyr ever gain super psionics?

Answer: Yes, they can survive on animal blood but the urge is for human(oid) blood. This means even after drinking animal blood, seeing human blood may spark hunger/thirst, and the need to drink. They cannot learn super psionics.

108. What would the Lantaur Hunter's bonuses be against a person who is mind blocked? Psyscape mentions that they are not as affective against such people, but doesn't go into specifics. It seems they should keep some of their bonuses

since they are so fast, but I don't know what level they would be at.

Answer: They still receive the bonuses from their High PP, but the bonuses (including 3 of the 4 additional attacks etc) are lost while up against a character with Mind Block.

109. What is the experience table for a Neural Intel-ligence Robot RCC?

Answer: Use the Robot Soldier Experience table from Triax.

110. Are Wampyrs able to create other vampires?

Answer: No, they would not be able to create other Vampires or Wampyrs.

111. How many attacks do the Ashmedei get?

Answer: 4 attacks per melee.

112. Would a Zentraedi who was born micronized by two micronized Zentraedi parents be able to be Macron-ized? Is the ability to under go the Micronization/Macronization process a inheritable trait of the Zentraedi?

Answer: Macro/Microization is possible for true Zentraedi even those born of micronized parents.

113. What attributes would you use for a character who is half Zentraedi?

Answer: Macross 2 gives some bonuses for those of half or quarter Zentraedi blood.

114. Are humans the only people that can become vampires? If not what other races can become/turned into vampires?

Answer: Splynn Dimensional Market covers Vampires belong-ing to other races. Kydians, Kittani, and the standard player races (Elves, Dwarves etc) can be turned into vampires. Their stats will be identical to human vampires, though gross physical changes and their bonuses (like 4 arms etc) will apply.

115. Should the true Naruni of the original Phase World sourcebook be used as player characters/ optional p.c.?

If so, what should be used as starting equipment/ money, and how should they be played (outcast, employee, etc.)?

Answer: That is up to the individual GM, as to what is playable or not. For Equipment and money, they would probably have the same as a operator.

116. Would the average 3 Galaxies person know what the true Naruni look like? How are they reacted to?

Answer: The average person on the streets of the three galax-ies might not know what they look like, same as many races

117. When the Necrophim shapeshifts, can he take on the form of any human or nightbane or is he limited to one specific human or nightbane look?

Answer: They can take the form of any human or Nightbane.

118. Are the Necrophim's chains MDC in a Rifts environment or do they remain SDC weapons as they are in Nightbane?

Answer: The chains are SDC when in astral form and MDC when in physical form.

119. I was just wondering what the effects of snow would be on vampires such as falling snow, trudging through it, even as stupid as a snowball.

Answer: Snow has no effect on Vampires.

120. Could you tell me if a Psi-tech from Psyscape using his enhanced telemechanics could figure out Megaversal

Legion technology including the anti-matter power core and the I-beam shield and thrusters?

Answer: They might be able to, but they would not have the technology to manufacture the items required to construct the items. Also please note that the Megaversal Legion does not allow their technology to fall in anyone else hands and will recover it with force.

121. In regards to the psi-slinger, of new west, and his ability to fire "paired weapons: Revolvers & Pistols (Special)" (Page 99), does this include energy weapons pistols? Or even energy weapon pistols that look like revolvers?

Answer: Energy Pistols are applicable and included in their Paired Weapons Skill.

122. I'm currently playing a star-child from the England sourcebook is there any creature besides a vampire which can be hurt by the light he can emit? Like a shadow creatures?

Answer: Those creatures that take damage from sunlight can also be damaged by the light from a Star Child

123. Is a Vampire killed by the light beams of a Star-Child permanently destroyed or will it regenerate?

Answer: A vampire will be able to regenerate from this damage. Only true sunlight, or the other methods for killing a vampire will kill it for good.

124. Can the Sea Titan from Undersea's receive tattoo magic.

Answer: No, they cannot.

125. Can Kremin Cyborgs (World Book 11) wear cyborg armor?

Answer: Yes they can.

126. World Book 11 says Kremin Cyborgs have the same skills as a CS Technical Officer, does this mean he can pick the 5 mos skills and from the physical category?

Answer: They can, however, the S.D.C. gained do not apply since they are borgs.

127. In the Villains book there is a race called the Toogarh but you never gave any race stats just the two Villains. could you give me those stats?

Answer: The stats can easily be extrapolated from their description.

Power Category: Alien

(Aliens Unlimited notes)

Step 3 - Super Powers 1 Major and 1 minor (Force Field, Extraordinary Physical Strength)

Step 4 - Education & Skills - Typically Military Specialist.

Step 5 -

Alignment - Typically anarchist and miscreant

Hand to Hand Combat - Must be selected as a skill

Attacks - Determine as normal automatically gets 2 attacks.

Weapons and Armour - Giant Sized Energy Weapons, anti Gravity Disks Molecular Body Armour.

Alien Appearance -

Humanoid Reptilian +30 S.D.C., +2 P.P., Claws Male 1D6 Female 2D4

Poison Bite added.

Alien Environment -

Low Gravity height 5 feet 5 inches + 1D6 feet, weight +1D4x100 pounds

+1D4x10 SDC

+1D4 P.P.

Reduce spd by Half.

Remember the Female is larger than the male.

128. How exactly does a Tao Shih P.C.C. make the Celestial Calligraphy, and how long does it take to make them. How many can the Tao Shih have made? Is PPE and Chi consumed when making the Calligraphy or when using the Joss? If the PPE and Chi are consumed when using the Joss, who's PPE and Chi are used, the person who made the Joss, or the person who uses the Joss?

Answer: They make it, by writing the spell on paper, much like a traditional spell scroll from most fantasy games. P.P.E. is spent when the spell is inscribed for use later on (the stored P.P.E. then fuels the spell). As to time to create, simple spells can be done in 2-3 actions if prepared, while complex magic may take hours to inscribe before being released. You can prepare as many as you want, but sorting them out etc if there are two many mat be a problem.

129. In Rifts Conversion Book Two, the Norse Giant's attributes don't seem to include a P.B. attribute. I was wondering what it might be.

Answer: 2D6 for P.B. is reasonable.

130. On Werepanthers in Rifts Conversion Book One. The entry states that they are invulnerable to physical damage except from silver objects, but it says nothing about vulnerability to magic, magic weapons, or psionics. Would magic, magic weapons, and psionics all inflict normal damage to werebeasts?

Answer: Magic and psionics affect were creatures as stated under the Werewolves limited invulnerability on p191.

131. Werepanther is listed as "Five (4) attacks ...", with the written number and numeral listing a different number. Which is correct - do Werepanthers have four or five attacks per melee?

Answer: It is 5 attacks.

132. It says a lizard mage can cast 5 magic attacks a round does that mean 5 spells of any level or just low level.

Answer: Just low level spells.

133. In Rifts, a Psi-Stalker can feed as far as 300 ft from his "victim". Can he shoot the target to feed? Does he have to do the damage himself to be able to feed or can anyone in the party do it? Can several Psi-Stalkers gang up on a target and split the "meal"?

Answer: Yes he can shoot a target, but this form of distance feed only occurs when the victim dies from the wound. They can gang up and feed together on a victim.

134. In regards to the Seraph in Conversion Book 1 on pg 203-204 it says that if allowed as a PC all stats are reduced by half in human form. Is that restricted to physical attributes? It has a 24 IQ, and it wouldn't be to cool if it was reduced to 12. Any info would be great.

Answer: Everything is reduced by half. Non physical attributes included.

135. In the FAQ, someone ask about if Chiang-Ku Tattoo Masters get additional P.P.E. as they go up levels. You answered yes. How much do they get per level they go up?

Answer: They gain the additional P.P.E. though gaining more mystic tattoos as they go up in level (6 P.P.E. per Tattoo).

136. Can a Psi-Nullifier nullify Chi powers used against him, as he nullifies PPE and ISP? (an official answer please, I'm looking for something other than "GM's Discretion"). If so, how much is nullified per point of ISP expended?

Answer: They cannot.

137. If a Godling or Demigod chooses power #10 twice and chooses to be a Warlock both times, can they thus use magic from all 4 elements?
 Answer: No, 2 elements. (they cannot pick a dual class warlock with this power).

138. In Rifts: Phaseworld a Silhouette is a supernatural being yet does not have any Bio-regenerative powers. I was wondering if they would have Bio-regenerate or not.
 Answer: If it doesn't have bio-regenerative powers, it should not possess it. Healing would be done at the hit point healing rate translated to MDC.

139. Could you also give my GM (who will be sent a copy of your response) the reason behind the Ancient Master starting as a higher level than other classes?
 Answer: They are not beginning heroes, having spent years, or decades practicing the martial arts, and improving their level of experience (after all they are pretty old, and wise, unlike normal beginning heroes).

140. Question regarding Robotech and Magic. Since PPE is based on PE stats, does a Full-Sized Zentraedi have thousands of PPE? Or can they use magic at all (I think they would)? Or is a PPE reserve based only on micronized stats?
 Answer: P.P.E. would be based on their micronized statistics.

141. For the Physical training character in Heroes Unlimited 2nd that focuses on strength and endurance, does he get the full abilities under the minor ability of superhuman strength (if that is the case, it is possible to get a PS of 45 or higher)?
 Answer: They do not get all the bonuses from the power, but it is treated as superhuman strength for the purposes of lifting and carrying, as well as maximum P.S..

142. Would Psi-Stalkers be interested in the sludge the Xitix produce since it is pure PPE and if so could they eat/absorb the disgusting stuff?
 Answer: Only by ingesting it, but then it would poison the Psi-Stalker. The damage the poison inflicts is direct to hit points, so it has a good chance of killing a Psi-Stalker who decides to ingest it.

143. Do the Kittani RCC in Atlantis have supernatural strength? They are SDC and they do MC in hand to hand combat... or was that a typo?
 Answer: They have supernatural strength.

144. Is a Vampire capable of entering the place of worship of a god of light?
 Answer: The predominance of holy symbols will ward a vampire away from such places. The Miracle of consecration in Dragons and Gods, will cause vampires who tread on the ground burn as if the ground was covered in holy water.

145. I was wondering if I played a faery if I could learn more magic. Like becoming a faery ley line walker.
 Answer: You could not.

146. I had a question about dog boys. Could a dog boy that was born free be a different P.C.C. Could there be a dog boy burster or dog boy mind melter? Would you just use the physical stats and then change the psionics?
 Answer: They cannot receive other psionic powers apart from what is listed, so there can be no Dog Boy Burstors or Mind Melters.

147. I have a question about the "Macross II" RPG more specifically, the Character Background table. Does a character have to be female to receive the PP and Speed bonuses from a result of "half-Meltran"?
 Answer: They do not.

148. Would the Hawrk-ka and the other related races from Atlantis that are impervious to magic be affected by physical attacks from magic weapons? How about from punches from creatures of magic?
 Answer: Physical attacks and supernatural strength will hurt them, same as physical manifestations of magic.

149. What are the race restrictions on vampires? Of course humans can become vampires, but what about psi-stalkers, gargoyles, or Spider Demons?
 Answer: Supernatural creatures generally cannot become vampires, however most humanoid S.D.C. races can be turned into Vampires, and use the same statistics as human vampires. Splynn Dimension Market gives guidelines for non human vampires.

150. What is the P.P.E. for Utroms, Triceratons, Ghouls, Ka'Tribs, Spineks, Havelsh, Varlesh, Leapers, Spasmosaurs, and Sporaks from TMNT guide to the Universe?
 Answer: Most would be around 3-5D6.

151. If a God has a child with a True Atlantean then what does that child become? Does it become a generic Demigod, a normal True Atlantean, or a mix of the two (I.E. A Demigod with the ability to Sense Vampires, Use Pyramids, etc.)?
 Answer: A Demigod.

152. Is it possible for a Nightbane to become a different type of magic user than just sorcerer and mystic? (say a Nightbane cybermage for instance) also what restrictions would there be? (say not being able to install cybermagic on ones self if in morphus)
 Answer: Yes it is possible. Most magic classes would be unchanged, but the normal limitations like no implants etc will apply.

153. If a True Atlantean were made a Dragon Juicer would he/she still be able to use magic tattoos or would they be rendered useless due to the process?
 Answer: Since a Dragon Juicer process is a mystical transformation they cannot become a Dragon Juicer.

154. In mystic china enlightened immortals with the power of ubiquity can create up to 81 duplicates of themselves, when these duplicates use chi abilities or cast spells do they draw on the chi/P.P.E. of the immortal or do they have their own energies to draw on?
 Answer: They have their own P.P.E./Chi reserves.

155. In the Rifter (3?) it says that enlightened immortals with total mastery of internal alchemy can alter their genetic structure, can they develop super powers?, the special abilities of supernatural beings? Are there any special limits or can they become anything?
 Answer: They cannot. Though ultimately what they can do is up to the individual G.M.

156. I was wondering about the True Atlanteans imperviousness to metamorphing. Does that include the magic altering ritual of the Lord Magus? Can a True Atlantean become a Lord Magus (Federation of Magic)?
 Answer: That includes the transformation of the Lord Magus.

157. Are Nightbane allowed to take any O.C.C.'s, or are they limited to those listed under the Nightbane R.C.C.? Answer: They can take most O.C.C.'s but cannot take augmentation.

158. Can a goddling receive magical tattoos and gain the benefits from them as well like an Undead Slayer would including the ppe and MDC bonuses?

Answer: Godlings are not human, so cannot receive magic tattoos.

159. I'll grant this is power-gaming, but what affect would magic tattoos have on a human if they were a latent Nightbane. Could they have any at all? Or would they no longer be able to be a Nightbane? The maxi-men are trained and augmented before and during puberty which is when the first transformation is supposed to occur regularly.

Answer: Since they are a latent Nightbane, they will not be human so cannot use magic tattoos.

160. Concerning the Psi-Tech R.C.C. from Psyscape. The Psi-tech has an enhanced telemechanics power that requires no expenditure of I.S.P.. What is the purpose of the double duration associated with this power? Or was that supposed to be double range?

Answer: It is meant to be double duration, while it has no ISP cost, the power is not continuous.

161. I have a question concerning a Psi-Ghost. If a Ghost is intangible, and sticks a sword into someone, and then becomes tangible, what will happen? Will the Ghost still suffer, or will it hurt the person who just had the sword stuck through them, or both?

Answer: The sword would be expelled.

162. Do the Chiang-Ku dragon R.C.C. keep there equipment, and weapons when they use there metamorphosis to change into mist?

Answer: No.

163. My friend and I are arguing vampires vulnerability to supernatural beings. He states that the wording in Vampire Kingdoms means that only dragons and other beings specifically named can damage a vampire. I believe that the wording implies that any supernatural creature or creature of magic, i.e. Nightbane, are able to damage a vampire. We were hoping that you could adjudicate this one for us. Even if only specific beings are able to damage vampires, would a Nightbane be one of those creatures due to the fact that they are the natural enemy of vampires?

Answer: Any being with supernatural strength can harm a vampire.

164. In Rifts: England, the Temporal Warrior information mentions "Traditional temporal warrior armor". I was wondering what the stats on this armor were? I can't seem to find the armor in the book anywhere.

Answer: Standard plate armor with a specific styling.

165. Does the Loup Garou vulnerable to direct Psi-powers (Psi-sword)? Because if I read the book right it seems to say they are not.

Answer: They are vulnerable.

166. In the New West book under the psi slinger there is no initial ISP listed what is it?

Answer: M.E.x2 +10/level.

167. If a True Atlantean took a martial art with body hardening exercises, could they become a MDC creature even though they can't be transformed. Lets say Stone Ox which gives 25MDC?

Answer: No.

168. Do the light shields created by the Guardian RCC in Nightbane take the form of a forearm held shield or a sphere around the body? If it is a sphere around the body, can the Guardian fire light blasts through it without damaging it, or do they have to dispel it first?

Answer: It is more like a normal shield in appearance.

169. Does the Splugorth Slaver from Atlantis possess 2D6x10 Hit Points or Mega-Damage? It sounds odd that a Splugorth minion wouldn't be a M.D.C. being (plus it has no S.D.C. as far as I saw). If an S.D.C. being, how much does it have?

Answer: It posses hit points. The process of linking with the barge removes its S.D.C. It does possess M.D.C. from the magic force field and can sink into its containment chamber in the barge for additional protection and healing.

170. I just bought the Dragons & Gods book, and I noticed while going through the Dragon section, that the in the "Bonuses (in addition to attribute bonuses)" section the Hatchling specification was left out? Are they the same as the adult, or what should they be?

Answer: Same as the adult dragon.

171. What is the average life span of a Brodkill?

Answer: 1,000 but most die young since they love to fight.

172. Could a Zentrati/Meltran become Tattooed Men/Women?

Answer: They cannot.

173. Could a dragon control how much they weigh while metamorphed? Or do they retain their weight no matter the form? How about other creatures that can naturally metamorph?

Answer: They can control their weight.

174. Does the Troglodyte really get an additional attack or it is a mistake? If the answer is yes, why? When does the Trog transform to fight? Does it have to lose a certain amount of SDC or HP to get into frenzy? If yes how many points?

Answer: They do get an additional attack. When do they transform? They do not transform as such, but are essentially peaceful creatures but when they fight they are fierce fighters.

175. I would like to know if it is possible for characters from Nightbane to learn martial arts from Ninja's and Superspies. Or maybe the martial arts from RIFTS Japan?

Answer: Generally they cannot take these forms. If you allow them they should only be allowed in Facade form.

176. Can dragon hatchlings turn invisible at will?

Answer: Generally not, it all depends on which dragon species and what natural powers they possess.

177. How often can a dragon hatchling and an adult use its breath weapon?

Answer: As many times as they want.

178. In Book 13: Lone Star it mentions that 1 out of every 200 Psi-Stalkers has either Nega-Psychic or a Psi-

Nullifier powers. What it fails to clarify is whether the Psi-stalker keeps some or all of his Psi-Stalker abilities. So my question is, which of the powers do they get to keep? And if they have none of the usual Psi-Stalker powers and abilities, do they still have to feed on PPE or does the Psi-stalker now have to eat and drink like the rest, making them a Psi-stalker in heritage only? Answer: They lose their current PSI powers and receive those of the other O.C.C.. All other powers and abilities of the Psi Stalker remain the same.

179. In TMNT the mutant Skunk power of well stink. The book is kinda vague on just what the effects are. It says something like save vs. nausea what are the effects in game terms, penalties, etc. of one sprayed by the skunk? Answer: The penalties are generally social in nature. Until the stink fades no one will want to get near, refuse to communicate with the character, lead a distinctive scent trail. If smell is involved, reductions to the Trust/Intimidate, or Charm/Impress may be appropriate, likewise skills and abilities. But it all depends on the severity of the stench.

180. Can a Srrynn Cannibal (The D-bee on page 52 of Mindwerks Rifts Sourcebook Three) use magic weapons? They have a PPE base and it says in the Standard Equipment part that they are attracted to magical weapons. Answer: They can use magic weapons (anyone can use a magic weapon - TW weapons are a different story though, not everyone can use them).

181. If a Nightbane's morphus has a horror factor (like from stigmata) and they have something to increase the PB stat (like fallen angel under unearthly beauty) are one of them cancelled out? Or do you simply have to successfully save vs. horror before a charm attempt based on the PB can be done? Answer: A save vs. Horror factor is required before attempting to charm them.

182. In the nightbane setting if a reshapar transforms into the form of a natural creature such as a bat or a bloodhound does that reshapar get the sensory skills of the creature such as echolocation or heightened sense of smell? Also can they duplicate the forms of gaseous, liquid, or energy beings? Answer: They do not gain these abilities.

183. How much SDC does a dragon's astral form have when they use astral projection? Answer: They will have 2 x their Hit Points and S.D.C. combined. In Rifts use twice their M.D.C..

184. If a psi-ghost wearing mdc armor gets hit with a mdc electrical spell or blast from an ion gun while intangeable, is the psi-ghost instantly dead or does the armor take the damage, what if the psi-ghost's body is mdc or supernatural. Answer: The armor does not provide any protection since it is intangible and the attack passing right through it.

185. Nightbanes instinctually have Hand to Hand Martial Arts simple so far. But does that mean they have anything better than the standard H2H MA stats? Case in point: A character is ex-Spetznatz, and so uses the Combat Sambo table in Rifter 8 for his Facade bonuses. However, there's another player in the group who swears that those bonuses don't carry over because Morphs automatically have H2H MA. Answer: Their combat training in facade does not apply to morphus forms (both more differently, and while a technique in one form may be possible, the change of body may make that move harder or impossible to perform).

186. Could a Burster become a mega juicer without ever suffering from burnout? Would a Burster mega juicer gain powers from an eminent burnout? Answer: No, burnout is inevitable and no powers would be gained.

187. I have a Psi-Nullifier, it says that these psychics are closed off to all other psychics, unless they chose to be. I was wondering if they are closed off to Psi-Stalkers as well? You know they can sense ("smell") and track ISP, can they sense and track a Psi-Nullifiers ISP since they are closed off? Answer: They are closed off to Psi-stalkers.

188. The Conversion Book states that the Rahu-Men are creatures of magic. Does this mean that a Rahu cyber-knight can not get cyber-armor? Also, what types of augmentation can they receive if any? Answer: Creatures of magic can receive Cybernetics and bionics at the cost of natural magical abilities. Those with magical regeneration will tend to expel cybernetic and bionic systems.

189. Does a dragon's bio-regeneration restore missing limb's like arm's, leg's, eye's etc. Answer: Yes it can restore lost limbs.

190. Just wondering if you use one of the Aliens Unlimited races like the Titon in Rifts do they get to pick an OCC like a headhunter for example or are they restricted to the skills of a super powered character. Answer: Picking an O.C.C. can be considered an option.

191. On seeing some of the FAQ concerning Godling and Demigod PCs, I come to wonder. Could a Demigod combine taking a Psionic OCC (like mind melter, mind bleeder, mystic, Psi stalker or any from Psyscape) and power #9 OR a magic OCC and power #10 for greatly enhanced or varied psi/magic ability and powers? Answer: Yes it is entirely possible.

192. Can Orcs get M.O.M (Crazy) augmentation? Answer: It may be possible since Brodkil Demons in Germany can receive this augmentation, but it is up to the individual G.M. to decide.

193. When a vampire changes shape into a bat or a wolf does it generate body heat in it's new form? Answer: They do not.

194. From everything I read both here and in print a True Atlantean cannot be transformed by any means and under any circumstances. So that means a True Atlantean would never learn any metamorphosis magic's yes? Why bother learning what can't work on your entire race? Answer: They can learn such magic's, and it is useful for transforming others not of their race.

195. Since the pantheons of the megaverse came out before Psyscape would it be appropriate to allow Zapper instead of burster or any other psychic classes. Answer: That is reasonable.

196. I have a question about the Raksasha. In my Conversions book it says that there M.D.C. is 1D6x1000+500, but in my friends book that is a more recent printing it says 1D6x100+500. Is this a misprint or did the Raksasha change? Answer: Use the details from the most recent printing.

197. If playing a plain 'borg, is it possible to switch

to a new borg body from another place like the NGR or Japan? Or would there be compatibility problems or system differences that might prevent it?

Answer: In most cases it will be possible to undergo borg body replacement.

198. In the Palladium Fantasy RPG 2nd Edition base rules book, the PC Race Ogre description seems to conflict with itself. On page 306 it states that Ogres can be any OCC without restriction. Then further down the list of abilities is says "Psionics: None." Is this a typo? I have a player trying to create an Ogre Mind Mage (based on the OCCs Available line) and I'm telling him that Ogres don't have Psionics (and never have) so he can't be an RCC.

Answer: That is correct, since they cannot possess psionics they cannot take a psychic character class.

199. What percentage does a Anti-monster roll to see if their body rejects their impacts? Would it be better if they had a cyber-doc or a healer helping them?

Answer: The change of rejection (5%) remains the same, though having medical help available will help with the base saving throw vs. coma/death.

200. Can Ra-hu men become juicers? Mega juicers?

Answer: No, they cannot.

201. On page 87 of the Nightbane RPG it lists "S.D.C. (Facade): The base S.D.C. is higher than human: 30 plus skill bonuses." I don't know why I cant comprehend or make a decision to myself what it means. My question is does it mean roll up a human SDC value and add 30 for the base value, or does it mean use 30 as the base value.

Answer: It is a base of 30 SDC.

202. I was recently skimming through dragons and gods and I saw the combat stats for the ultucan dragon. the stats list 8 attacks per round and a fire breath, these stats are identical (word for word) to those of a fire dragon. The ultucan seem to be more of a manipulative dragon, so do they get all the attacks and stuff or was that a minor misprint?

Answer: It is correct as listed.

203. The dream object that can be created by the Dream dancer (or maker) rcc in Between the Shadows, does that only apply to the dreamstream, or can it created outside of the dreamstream in the real world?

Answer: Only in the Dreamstream.

204. The Draconid, Phantom, Machine People, Silhouette, Pleasurer, Vacuum Wasp, and Termite Engineers R.C.C.s do not have a section for Standard Equipment, Money, Weapons, or Armor. Can you make up a list for them please, hopefully starting with the Machine People. My G.M. just wants characters with just the standard equipment.

Answer: Give them equipment and money corresponding to their occupation (spacer, psychic etc).

205. Can a superpower hero become a vampire. if so what effects would take place.

Answer: If they can become one they will lose their super powers.

206. Would the Doppelganger or the Doppelganger Warlord from Nightbane be M.D.C. in Rifts?

Answer: They would not be.

207. The Bhlaze character from Skrypers states

has supernatural strength as a power, does this mean he is categorized as having supernatural strength, or can he activate it on top of his 6d6+18 strength or on creation do you add the 30+2d6 to the already recorded strength.

Answer: They are categorized as having Supernatural Strength.

208. I will soon be running an Eastern Territories adventure. 3 of my 5 players are Danzi. I had a good idea for an adventure, but I'm not sure if it is possible. If a Thin One possesses a Danzi Shaman, can it create Spirit Tattoos? I seem to recall reading that a Thin One gains all of its host's knowledge. If it can create Spirit Tattoos, can it then teach the skill to someone else? Can it teach it to a non-Danzi?

Answer: They could create or teach the knowledge.

209. In the new west book the psi-slinger gets psi-sword at first level is this correct or a typo?

Answer: That is correct as listed.

210. If a Machine Person melded with a Spinnerette Interceptor from the Phase World Sourcebook, would they be able to disable the self-destruct system?

Answer: They cannot.

211. Could an intangible psi-ghost deposit an object (such as a grenade, fusion block, homing signal transmitter, timed bomb, etc.) inside of a creature or other object (safe, vehicle, engine compartment, nuclear reactor, cabinet, etc.) and make the deposited object become tangible, after moving safely away?

Answer: They cannot leave a object inside a creature, or where there is no space to fit it, otherwise the moment they let go it becomes tangible.

212. Using their Power Channeling ability, can a Mystic Knight recharge P.P.E. clips?

Answer: No, they cannot recharge P.P.E. clips using their Power Channeling ability.

213. I have a question about the Nightlords power over matter and energy. In order for the matter energy control powers to be used, do Nightlords and their avatars need to speak aloud like they are casting a magic spell or are they activated through thought like a psionic power?

Answer: Thought will work effectively, it is not like normal spell casting.

Super Powers Questions

1. In HU2ed, the super energy expulsion super blast does 1D6x10 plus 1D6 per level. Does that mean 1D6x10 + 1D6 at level two, or 2D6x10 at level two?

Answer: It is 1D6x10 + 1D6 per level, so at level 1 it does 1D6x10 SDC, at level 2 it does 1D6x10+1D6 SDC damage.

2. When a character has Extraordinary Speed/Sonic Speed and Underwater Abilities or Animal Abilities: Fish they get 5X speed underwater that could make them swim at about 1100mph or mach 5 respectfully underwater! Is this even possible?

Answer: You would be restricted to around 5x normal speed attribute underwater (not a standard Mph speed given with the other powers).

3. What is the recovery time (for SDC) for super abilities like Force Aura and Bio-Armor?

Answer: 4D6 SDC per 10 minutes

4. If you cannot use two Alter Physical Structure (APS)

powers at once please tell me how the character in one of your picture in Heroes Unlimited is giant and Ice at the same time? I would like to think that the reason for this is the character changed into a giant then transformed into Ice.
Answer: It isn't 2 APS powers, but APS Ice and Growth. The Villain is in Villains Unlimited p157.

5. I have a Mutant character from the Hero's Unlimited system. He has the power of Intangibility. Does his Intangibility have any affect on the functioning of the human brain?
Answer: It has no affect on the functioning of the human brain.

6. How can I stop my mutant character from killing my NPC's by placing a pencil in their heads and turning tangible? Also if he can only turn 20 lb. intangible with him what happens to his equipment that exceeds the limit?
Answer: Any object placed in that manner would be displaced outside the body when let go. Also masses over the weight limit cannot be affected.

7. When a mutant turns into a stone form does his size as well as his mass change by 4 times?
Answer: While their mass may change their size does not, they get heavier because they get denser.

8. If the mutant is intangible and can pass through walls etc. how can he walk across a floor that is made of similar material?
Answer: Through concentrating on keeping his intangible form above the floor.

9. I'd like to ask a few questions about the new power Supernatural Strength. In HU 2nd ed., only greater supernatural beings and few lesser ones get this strength. Most minor supernatural are given superhuman strength. Does this carry over into rifts, as well as the new formulas?
Answer: It does.

10. Okay, now that HU 2nd Ed. gives us three types of Physical strength (ie: Extraordinary PS, Superhuman PS, Supernatural PS), could you clarify into which category the following characters would fall: hatchling dragon, alter physical structure character in Rifts or Skraypers, adult dragon, Nightbane in both the Nightbane setting and the Rifts setting? I think that HU 2nd Ed. was a terrific update on an already great game. Keep up the tremendous work...
Answer: Dragons (both hatchlings and adults) - Supernatural; Nightbane (in Nightbane environment) - Supernatural (on Rifts Earth) Supernatural; APS characters - Extraordinary.

11. Winged and Wingless Flight as well as Extraordinary Speed have damage listed as +4 every 20 mph. Is this bonus still applicable to Sonic Flight and Sonic Speed? If not what would a good guideline be for damage done by characters with those powers?
Answer: The damages for those powers (Sonic Flight, Sonic Speed) are already listed on pg. 289-290 of H.U.2.

12. I don't own a copy of HU2 so I was wondering what the random tables for powers are (I've noticed that some characters can get 2 majors and 2 minors, or 3 majors, etc.)
Answer: The new random super abilities table (Heroes Unlimited, 2nd Edition, pg. 227-228) have expanded on those of the 1st edition with new abilities. The 1st edition tables cover most of the minor abilities and more than half of the major abilities.

13. If a character had Sonic Flight and Extraordinary PP, would the +6 from the flight power be counted towards the autododge?

Answer: It would be counted.

14. In Rifts, if a character had Sonic Flight and Supernatural Strength, would the flying punch inflict more damage
Answer: Yes it would inflict more damage.

15. Do the Bhlaze aliens get the extra SDC from powers like Sonic Flight and energy absorption?
Answer: They do.

16. If a character has Growth and Supernatural Strength, would his strength increase with size?
Answer: His strength would increase.

17. For Super Energy-Expulsion, the character has to be in direct contact with a large power source in order to rechannel it? Some would have me believe that they can absorb laser blasts and deflect them even though they don't have the contact to do so.
Answer: Yes, you are correct direct contact is needed.

18. Can a character have/possess Extraordinary PS, Superhuman PS & Supernatural PS just wondering?
Answer: It would be up to the GM's discretion to allow a character to possess more than one of the super-type strengths. Usually, the character just gets the better of the types.

19. What are the strike, parry, dodge, and death blow bonuses for Natural Combat Ability in the Heroes Unlimited Game? And does their strike and parry bonuses for weapons improve over levels? If so at what rate? And any other combat ability bonuses I may have missed?
Answer: With Natural Combat Ability, a character's bonuses (strike, parry, dodge, etc.) are equal to those of the opponent he is "mimicking". This also holds true for weapons combat.

20. Is the Supernova (from the heroes power Alter Physical Structure: Fire) damage treated as fire damage?
Answer: It is considered Fire Damage.

21. In the Rifts Conversion Book, it states that "Invulnerability" grants the hero with 700 MDC then goes on to say that he is hurt only by magic. When I blast a character with invulnerability with a laser (3d6 MD) does the character take damage from the mega-damage weapon.
Answer: If the laser is TW or otherwise magically based, it will inflict damage; otherwise, no.

22. If someone takes Sonic Speed and Extraordinary Speed are they cumulative?
Answer: No, use the superior power only.

23. If someone takes Sonic Speed and Flight Wingless can they fly at Sonic Speed?
Answer: No, the two powers can NOT be combined.

24. If someone takes Alter Physical Structure: Ice shouldn't the be able to freeze a portion of a wall and then break it? If not why?
Answer: Yes, they should be able to do that.

25. If someone takes an Alter Physical Structure Power are the immune to ice, fire, plasma, etc all the time or just when they are in that form?
Answer: Only while in their altered form.

26. In a mega-damage setting, if a character has Supernatural Strength and Power Channeling, does he do the regular mega-damage for his punch plus the mega-damage for the

Power Channeling, or would he only do the damage listed for Power Channeling.

Answer: Only the damage listed for Power Channeling

27. Could you please let me know your interpretation of the super power Invulnerability in Rifts Earth, is it that the person is impervious to every attack or do they take damage until they run out of M.D. then they die or does it mean that only magic and psionics do damage to the M.D.?

Answer: As listed in the book they do take half damage from some things. These are listed in the description. They only take full damage from psionics, magic and magic weapons. If its not one of those the attack does no damage.

28. If a character has Healing Factor, and decides to have implants, will the body reject them? If so, what if the character already had implants before manifesting Healing Factor, what happens then?

Answer: If they possess the implants before receiving the Healing Factor power the implants will be retained, otherwise they will be expelled since the body will recognize the implants as a foreign body (much like it will remove/expel bullets from the body).

29. The super power of Possession. If the body of the possessor dies while he is in a different person, will he die, or will he be stuck in the new person's body forever?

Answer: He will not be stuck in the body forever, instead, when the duration elapses, the character's essence is expelled, and fades away.

30. What Powers are immune to the Super ability Negate Super Powers? I have heard that Invulnerability cannot be affected that power.

Answer: Psionics, magic, bionics, and physical training attributes and skills are not blocked. So those heroes using psionics and/or magic are safe from negate super powers. In the case of Invulnerability it would be blocked.

31. The mimic power says it can mimic psionics. How is this possible if the mimic has no ISP to start out with in the first place? or is it played as though the mimic just has enough ISP to use the mimicked psionic power(s)?

Answer: They get a copy of the base ISP of the person they are mimicking.

32. In Heroes Unlimited (revised 2nd edition) under Supernatural Strength it states "add 30 +2d6 to strength" does this mean directly add 30 (e.g. 15+30+2d6) or does it mean that the minimum strength is 30?

Answer: It is added so it would be P.S. + 30 + 2D6

33. What is the range and duration of 'Clock Manipulation'?

Answer: Touch and close distances only. Duration is while concentrating on it (or the desired action).

34. Can Clock Manipulation be used against cybernetics and/or borgs?

Answer: They are attached to living creatures so cannot be affected.

35. Can the Teleport power from Heroes Unlimited be used to teleport and opponent into a solid object? (i.e. a guy grabs the mutant who then teleports four feet forward so the guy ends up inside a wall)

Answer: The teleport power can only be used to teleport self and an additional 1000lbs. You cannot teleport a object or another person without teleporting yourself. attempting such a

task, would only have a 12% chance of success, with the result likely to be a misjump where you as well as the target would appear in the object, or you fail to get the victim to teleport into the object (both you and the victim are alive/intact and standing next to the object).

36. When a character with Alter Physical Structure: Liquid is using the Water Behemoth power, does the water bolt do more damage? And would the A.P.S.: liquid character be able to hurt a vampire (as listed in Nightbane)?

Answer: It does not increase the damage of the water bolt. Yes they would be able to affect vampires if the liquid is water.

37. Are Bestowed magic super-powers vulnerable to the Negate Super-Powers power?

Answer: Yes, however spell casting is not affected.

38. Is a super-soldier's features (Attempt to make character invulnerable, etc.) affected by Negate Super-Powers? I can't see a how a character can drop 80lbs, lose his 2D6 H.P. bonus, etc.

Answer: They are not since they are physical changes, however any minor super ability can be negated.

39. Is a mutant animal with super-powers vulnerable to Negate Super-Powers.

Answer: They are vulnerable.

40. Are a Magic: Bestowed character's super-powers affected by ley lines and nexus points like a regular mystic and psychic?

Answer: Their super powers are not affected.

41. Would a hero with Alter Physical Structure: Electricity, and Superior Energy Expulsion: Electricity be able to produce enough volts to shock or stun someone, and if he is 15th level can he produce enough to kill?

Answer: Even at level 1 that can do impressive amounts of damage, The electric fields generated are similar but with different applications. In Super-Energy Expulsion, the aura attack is a quick electric discharge that affects all within 10 feet, and shocks all those within its range. Alter Physical structure electricity allows the creation of more durable electric fields than can shock and kill people who remain in the field. (maintaining the field for a melee round counts as 4 attacks/actions, and the field can be maintained for 2 rounds). Also the field grows in size as the character's level increases.

42. If a superhero has "Supernatural Strength" and "Power Channeling", what kind of damage does he do in hand to hand? Both powers have their own listings for attack damages, how would they combine?

Answer: They would not combine, the power from power channeling is a release of kinetic energy similar to the Psionic power of telekinetic punch.

43. Can you use the Super Ability "Magnetism" (found on page 185) to move robots and other metal creatures? Not use them to fire weapons, just to move their arms or legs.

Answer: You cannot just move a limb, instead the entire robot/metal creature would be affected, and only if their weight does not exceed the weight limit.

44. How would characters with APS Electricity affect and be affected by the Bugs of System Failure?

Answer: While in energy form energy blasts will only do 1/3 damage to the SF Bugs. Characters with electrical expulsion powers would be seen as prime food candidates, and the bugs will attempt to subdue the character for food.

45. What happens when a character who has Sonic Speed also gets the Power Vibration, Under Vibration it says "double normal speed attribute" Does this mean the character can run at Mach 2?

Answer: They are not combined, speed limit is still Mach 1.

46. I was wondering when a character has Extraordinary Speed or has Sonic Speed there are things that say to increase speed attribute two or three time does it go the same for these powers.

Answer: You cannot combine Extraordinary Speed with Sonic Speed. Speed Multipliers and bonus still count, but only when not using their special powers (both of which are fixed speed).

47. This concerns characters with Healing Factor. Does this power affect natural bodily functions like reproduction? A friend of mine and I were having a debate about that, and I'd like to know for the record. it seems to me that getting pregnant would not prompt Healing Factor to kick in. It's a natural function of human reproduction, so I say it is unaffected by that power. Otherwise, the number of superbiengs in the world have just been cut real short, you know?

Answer: Healing Factor does not prevent natural functions.

48. Does a character with the power of Natural Combat Ability also have the W.P. Paired Pistols and W.P. Sharpshooting skills of some Palladium characters?

Answer: No they do not. It focuses on hand to hand abilities.

49. If a hero with the Multiple Selves power is hit with Negate Super Abilities, he obviously cannot produce any duplicates; but what happens to any duplicates that are already out and about? What happens to a Duplicate if he is stricken with this ability? Would he lose access to his powers, or would he cease to exist - as he is just a manifestation of a power?

Answer: The duplicates will still be able to function, and would not be reabsorbed back into the person with the power. Likewise the person cannot absorb and duplicates as well as create them. No effect to a duplicate if they are affected by Negate Super Powers.

50. If a mutant has Multiple Selves and has a few out, and he is negated, do his copies vanish? What if the copies are negated instead of the creator?

Answer: They do not vanish, but while affected he cannot create new copies.

51. If a character with Healing Factor gets some implants (say a bionic eye), and the implants get damaged (his eye gets shot!) will the Healing Factor repair the implants?

Answer: Healing Factor will not repair mechanical implants.

52. I was wondering about using the powers of Shrink and Growth in tandem. Could a mutant with both, who maintains their density while shrunk, grow to their maximum height, then shrink down to a normal size and still keep the added SDC and PS?

Answer: They cannot. While both powers may be possessed only one could be used at a time.

53. I was wondering if a character with Alter Physical Structure Electricity is intangible if they are beings of pure electricity when transformed? The 2nd Edition of Heroes Unlimited says that the character is either surrounded by electricity or is a being of pure electricity. However it does not say anything about whether they have a physical body mass. What about the other Alter Physical Structure powers?

Answer: They still have mass, and a physical body.

54. I had some of my players ask if Sonic Speed could run across water.

Answer: They cannot.

55. Can the mutant power Channeling be combined with another mutant power called Vibration?

Answer: Power Channeling cannot be used with Vibration.

56. In the mutant power of Vibration one of the bonuses you get is that it doubles your current speed. I have a character that has Vibration and Extraordinary Speed which allows me to run at 220 mph. So will that double that as well or just my Spd attribute?

Answer: It would double the speed attribute, and not the speed from Extraordinary Speed.

57. This concerns the Major Super Ability of Invulnerability, under this you state that an supernatural punches, bites and kicks inflict half damage. Does this mean that a character with the Major Super Ability of Supernatural Strength will inflict half damage, or are you referring to supernatural creatures such as demons and such?

Answer: Any creature with Supernatural Strength.

58. I have a question about a character that one of my friends started to make for a campaign of mine.

He rolled Supernatural P.S. and Alter Physical Structure: Metal (in that order). SN P.S. says that skills don't add to P.S. but other powers may, and that's where the APS: Metal comes in. I know it's ridiculous to add 20+2d4 to the P.S.(superhuman) from the Metal power also, so what's the alternative for this kind of situation? Should we only add a few like 3d6 or so, or add none? (we kind of think it unfair for his P.S. not to be increased in any way in metal form.)

Answer: In this case the Supernatural Strength ability overrides the superhuman strength ability.

59. There are several abilities mentioned in Century Station that are not described, such as Attempted Invulnerability, and Tremendous Strength. What are the descriptions for these abilities and any others that may have been omitted?

Answer: Some of these are part of the Super Soldier option under the Experiment category, and Mega-Powers which can be found under the Mega-Hero.

60. On the Side If the Group Took time out of action to go back to school for a few classes the way it says you can get new skills. Could a Multiple person with 3 duplicates go to 3 different schools for 3 different skills at the same time then recombine and give them to the Character? It says that you get all the memories of a duplicate you reabsorb.

Answer: They cannot, since they do not grow in experience independently.

61. Can Disruptive touch be used in conjunction with APS Mist? It seemed since you are able to choke someone that it would be considered physical contact.

Answer: You cannot combine those two powers at once.

62. For Heroes Unlimited: if you have the super ability of Shapechanger and the minor of Winged Flight is it possible to turn into a normal human to conceal the wings. If not what's the use in the power of Shapechanger it says its the ability to change all aspects of your physical appearance.

Answer: It would be possible to use shapechanging to conceal the wings, but the character will not be able to fly while the wings are concealed/not present.

63. If a character has Sonic Flight and A.P.S. Metal is his flight speed cut in half while in metal form (350 mph)?
 Answer: Yes, when in metal form his flying speed is cut in half.

64. If a character has the minor super power of Impervious to Fire and Heat, is he protected from plasma too? Is plasma considered as fire, heat, or energy in gaming terms?
 Answer: He is and it is considered a type of fire.

65. Is it possible to use the Teleportation ability to teleport yourself and an enemy straight up, reappear, and continue to teleport upwards until you choose to stop, and then teleport to safety as your enemy falls to his death?
 Answer: Yes it is possible, but the chance of a unsuccessful teleport would be high (no frame of reference for the arrival point apart from "up", and teleporting away once up there, should be around the same % chance since falling from altitude would unnerve and distract the character. (A good % for this sort of teleport would be around 38%-50%).

66. If I had Extraordinary Speed and Sonic Flight, then would I be +12 to dodge while flying?
 Answer: You would not. The bonuses from Extraordinary Speed will not count in flight.

67. I have a question regarding Supernatural Strength. In Heroes Unlimited it says to add 30 to your PS. Is this correct? When transferring to Rifts I have a character with a strength around 65!
 Answer: This is correct. Conversion notes for HU 2 powers can be found in Dimension Book 4 Scraypers.

68. If a character selects both "Animal Abilities: Reptile" and "Vibration" as super abilities, is his or her normal speed attribute doubled or quadrupled?
 Answer: The speed attribute will only be doubled.

69. I was confused as to has the stats for "Other Combat Info" was determined for "Sparticus", and "The Iron Brigade". I understand the +15 to +33, but I don't understand why a power punch is 1D4x10 to 1D6x10 to 2D4x10. Is their something I'm missing?
 Answer: The damage inflicted by a power punch is calculated by using the Supernatural Strength table. the higher the P.S. the more damage is inflicted by a power punch, plus the damage bonus.

70. With the minor super power Winged Flight states that the wings have 40 SDC, does this increase from physical skills or other super powers (mainly Extraordinary PE)?
 Answer: It doesn't.

71. So, in possession of Sonic Speed and Sonic Flight the character reaches MACH 1 initiating a sonic boom, is immediately deafened and stunned and careers headlong into the nearest obstacle?
 Answer: It doesn't, when they reach mach one they have exceeded the sound barrier and are traveling ahead of any sonic boom (which is occurring behind them, like the wake/wash of a boat moving at high speed.

72. I am playing a alien gray, I have the ability Clock Manipulation. Can I use this power on the clock mechanism of a robot? The power says it cant be used on living creatures but even with ai is a robot alive?
 Answer: Robots are not alive and as such can be affected by this power.

73. In HU 2nd Ed. under the power of Shapechanger, it says the physical attributes remain unchanged. I am assuming this is a mistake, as it seems only natural that the shapechanger could alter his P.B. at will. Lowering it should be a snap, at least. But he should at least have the chance to raise it, especially if he is trying to impersonate someone.
 Answer: Physical attributes do remain unchanged. If the G.M. allows it successful use of a disguise roll may be allowed to alter the P.B..

74. Does someone with disruptive touch major power roll to hit first, then if successful the defender saves? Or does it just hit? Could they actually strike to cause damage then add the disruptive part too?
 Answer: Yes they must touch their victim and in combat a strike roll would be required. If the touch touches then the victim can make a saving throw.

75. The major super power Slow Motion lists the ability to dodge bullets and energy beams. It says it works like an auto dodge(which I know auto dodge has separate dodge bonuses from your standard dodge bonuses). However, the way it is worded makes it sound as if this power allows one to use their standard dodge bonuses with the auto dodge. If not, why not? Since the power is constantly on then your standard dodge bonuses would be useless.
 Answer: This power uses the normal dodge bonuses. In this case, you are not slowed down, but all attacks are slowed down, giving you

the better dodge at no cost in actions.

76. This is a question that has been bugging me for a while. If a character possesses the major power Animal Metamorphosis-Reptile, and he turns into King Cobra. will he possess the snake's venom. If this is true, then any animal that has venom means the character will have a poison bite, sting, etc.?
 Answer: That is correct they get the venom.

77. If a mutant has the power of Vibration, will a vibro-sword affect him/her while the mutant has vibrated to Intangibility?
 Answer: Unless the vibro weapon is at the right frequency range they will just pass through like most solid objects. However the GM may rule that some vibro weapons are close enough in frequency to the intangible character they may do 1/3 to 3/4 damage.

78. Can someone with Healing Factor regrow limbs? If not, how about if the severed limb is attached to the stump? Will it reattach?
 Answer: Generally Healing Factor does not allow regeneration of lost limbs unless otherwise stated. No you cannot reattach a severed limb to the stump and hope it will grow (however if



combined with micro surgery there is a good chance the severe limb can be reattached properly.)

79. Can the super Powers Energy Absorption and Energy Expulsion Super be used at the same time? If I use Absorb, channel, and release energy that isn't the same energy type I have selected (in which I would take damage) would I take no damage because of the power Energy Absorption, which says I am impervious to all forms of energy.
Answer: No, the damage from when you use Super Energy Expulsion to absorb, channel and release energy is not energy based damage but feedback damage.

80. Using the power of 'Vibration', can a hero use the ability 'Vibrate Through Substances' to punch/kick someone through their armor? Under the power's description, it says that the only substances that cannot be passed thru are living, organic substances. Speed is also reduced to 1/3. So, can a physical attack be made through an opponent's inorganic armor? If so, is the damage reduced by 1/3 because the Spd is 1/3?

Answer: No, it is not possible to use this power to vibrate a punch through armor.

81. Can the Enchanted Weapons from the Magic power category parry energy blasts & bullets? I ask this because the book says they are rune weapons, and all rune weapons can parry energy blasts with a -6 penalty.
Answer: Yes, it would be possible.

82. My question is in regards to the power Control Elemental Force: Earth. Under the entry Quicksand, the attacks per melee section seems to be missing. Is each attempt to create a pool of quicksand considered one attack? Some of the others count as two or three, so I'm not sure.

Answer: Unless otherwise stated each action counts as one attack.

83. Heroes question, can the power Create Force Field stop/trap attackers and hold them?

Answer: Yes, it can, through a strike roll will probably be required and the characters being trapped should be able to get a dodge roll to avoid being trapped.

84. In the current Heroes Unlimited system, it states that characters with the "Invulnerable" power are affected by chemicals at half damage, duration, effect, etc. Does this include acid? More importantly, does acid affect the character only internally or both externally and internally?

Answer: It does not include acid which is more physical damage (chemicals in the above sense means things like knock out gas, drugs etc).

85. Regarding super powers, how does Control Elemental Force: Water affect, if at all, Alter Physical Structure: Liquid?
Answer: If the Liquid form is water then it could be used to force someone to change back to normal form (a saving throw would be required). If the Liquid form is not water but something else then it will not work.

86. Can a HU character with gravity manipulation create a gravity well if he's in space (thereby preventing anyone in a ship with an ftl drive from escaping)?
Answer: No.

Vehicle Question

1. The Triax GB's boom gun does not go as fast as the USA-G10s but it says that it does the same damage. Is this cor-

rect? Also can it burst? And if it can, can the USA-G10?

Answer: Yes it does the same damage, even though the rounds are slightly slower. No the boom gun cannot burst, and is restricted to only a single canister/fletcher round per firing.

2. When the Solar Combat Armor (South America 2) has it's plasma shield engaged, would rail gun rounds and other projectiles be vaporized before they hit the armor? I know that the armor will still be hit by the blast area of missiles.

Answer: Even though the rounds will be affected by the plasma, they will be traveling through it fast enough that there will be little to no chance of a MDC round being destroyed. SDC based attacks would be vaporized.

3. I have a few questions on some missed info. For example in Dimension Book Two: Phase World, the psionic armor made by the noro, the description says that it can create a psi-sword. there is no stat in the weapon systems.

Answer: The psi-sword was accidentally left out. It costs 10 I.S.P. and lasts for 1 hour. It inflicts 1D4 x 10 M.D.

4. Does Coalition Skelebots have hardened electronics versus an EMP pulse if not what would be the effect
Answer: They would be hardened.

5. The Glitter Boy killer has 10 Missile tubes listed in the MDC Damage section yet it has no mention of them in the Weapons section. Could you please advise me on the stats for these, ie. how many missiles the tubes hold, etc.

Answer: The Glitter Boy Killer Armor is armed with 10 missiles. These have a maximum range of 1 mile, a 15 ft. blast radius, a speed of 1200 mph, and inflict 1D6x10 M.D.C.

6. What are the MDC for the legs and arms of the Triax Terrain Hopper and the Stingray Power Armor? Better yet, how would you figure out the MDC of the arms and legs of Power Armor if none is listed?

Answer: If no MDC is listed by location, allocate 20% for each leg, 15% for each arm, 5% for the head, and the rest to the main body.

7. Does the Triax Terrain Hopper (Both Versions) Have Auto-Dodge?

Answer: They do not possess Auto-Dodge.

8. Can a power armor be converted into a cyborg body? If not, why not?

Answer: It might require extensive alterations but such a conversion should be possible.

9. Why can 'Borgs prowl and Power Armor like Triax T-31 Super Trooper (450 lb.) or the Black Market J.A.P.E. II Defender (1400 lb.) not prowl?

Answer: Borgs have armor that is intrinsic as opposed to power armor which, although providing protection, is not part of its wearer, regardless of how well trained he is in its use.

10. I notice that the speed for the NG Samson Power Armor was very high (150 mph) compare to almost every power armor in Rifts, such as the SAMAS (60 mph) and the German Jager (a massive 140 mph). Is this a misprint?

Answer: The speed of the Samson Power Armor is 150 mph.

11. When power armor is created, how does the writer figure out how much M.D.C. each section (i.e. arms, legs, etc) gets. Is each section a certain percentage of the main body or just a number which sound reasonable?

Answer: 20% per each leg, 15% per each arm, 25% for main body, and 5% for the head.

12. How long will the original Zentraedi mechas protoculture last for (how many years)?

Answer: 20 years

13. Many robots, especially those of the NGR, have a pilot and a gunner. Do you use the Hand to Hand of one, or both. Does one dodge and the other shoot?

Answer: The Gunner is in charge of a number of weapons (generally listed). The Gunner uses their hand to hand attacks using their weapon systems, while the pilot uses their hand to hand attacks in piloting (dodging, punching etc).

14. I have a question for the Warlock Marine Combat Armor: How far underwater can it fly?

Answer: 1000 feet (305m), can fly at 100 mph (160 km/h)

15. What is the maximum depth a standard Glitter Boy can Stand Underwater?

Answer: Since it is not designed for deep sea operations, 450 feet (137m), you might want to increase the depth by 50% to account for its construction.

16. When a character with a high P.S. is using one of the lighter power armor suits, like the Terrain Hopper or Flying Titan, do use the armor's P.S. or the character's? Example a Juicer with a P.S. of 28 is using T-21 armor, P.S. 20. Do you use the higher number, or the armor's low one?

Answer: You are restricted to the power armors strength, using greater strength is likely to put stress on the PA systems and cause malfunctions.

17. What is the blast radius of a PA antimatter reactor and what is the damage inflicted?

Answer: Depends on the reactor involved. a good parallel is a anti-matter warhead (cruise missile) or the Annihilate spell as a basis.

18. PS requirements for weapons and the PS of Power Armor. Say an adventurer decides to purchase a suit of Triax Terran Hopper armor. Since this suit has no on-board weapons he will have to outfit it with a hand-held weapon, and decides he likes the Triax borg rail-gun. Now, since the rail-gun requires a PS of 24 to use, and the PA in question only has a PS of 20. Is this a legal combination?

Answer: The strength requirements still count even when using Power Armour. So the TX-500 cannot be used without a harness of some kind, or fired at a penalty to strike.

19. My question is; how is power armor operated? The pilot usually fills out the entire suit. Is it by thought or verbal commands, body motions, etc ?

Answer: Generally a combination of body movement and controls (verbal, physical or even mental in some cases).

20. Does the Glitter Girl from South America 2 book have pillars that it has to place into the ground or not?

Answer: It does not.

21. My character is considering buying a Behemoth Explorer Robot (from Rifts game book), but it lists the crew as 3. can one person pilot this thing, even with penalties?

Answer: One person could pilot it, but will have no control over the arms or weapon systems (if any).

22. Can the behemoth explorer from Rifts travel under water?

Answer: Yes, but it cannot float, and will sink, and walk along the bottom of the river/lake/sea. Travel deep enough and it will

be crushed by incredible pressure. See Rifts Underseas.

23. Are the GB variants in Mutants in Orbit Pre-Rifts or Post-Rifts designs? The main question is, would these designs, or actual units, be on Earth anywhere?

Answer: These units have been designed and manufactured in space, after the coming of the Rifts. These units if available on Earth would be very rare, and in all probabilities have been rifted to Earth.

24. In Rifts relatively small suits of power armor have up to 300+ M.D.C. My question is if a REF Alpha veritech was rifted to earth would it's MDC increase, it would seem that these huge vehicles should have close to a thousand MDC. What would be a good way to convert it, ie multiply it by 2, 1 1/2

Answer: They will not increase, but they can have additional armour added in. See Rifts Conversion Book One for details.

25. The 'A1 Avenger' Power Armour in Phaseworld Sourcebook 1 has a 200mdc force field, but there are no details about it (like its recharge rate etc) in the description. What are the details please.?

Answer: Treat the Force Field like a Naurni Force Field.

26. Can an Excaliber Destroid fire both Particle Beam Cannons simultaneously (Like the Zentraedi pods)? If so can other mecha with dual arm weaponry, like the M.A.C. II, the Raidar X, The Officer's pod, and the female power armor, can they fire their arm weapons simultaneously

Answer: It is up to the individual GM, if arm weapons can be linked. Normally with most systems like that, it is very hard to do, since they are considered separate turrets with separate controls, and are not really linked together for dual firing (unless otherwise stated).

27. What happens to the pilot when his veritech's head is destroyed in battloid mode?

Answer: Nothing happens, apart from losing optics. The pilot is not in the head, but in the chest of a Veritech.

28. In Heroes Unlimited 3rd ed. do all types of robots have a 'natural, AR? Do power armor, exoskeletons, androids, robot suits, etc, have different AR's?

Answer: All Robot and Vehicle AR is considered Natural AR.

29. How do you determine the horror factor of borgs and robots?

Answer: Most such systems do not have horror factors. However, is designed to look like a existing monster, they will have a equivalent horror factor. If not it would generally range from 9-13.

30. There are several mentions of Transient Maneuvering Speed in various places in the book. In the Air-to-Air combat section, it says that T.M.F. is described in the "Building the Super Vehicle" section, but I can't seem to be able to find it anywhere.

Answer: The most comprehensive chart for T.M.F. is on pg. 4 of TMNT Guide to the Universe (cat. #508). In general, a T.M.F. can range from 1 (Cargo transports and 4-engine bombers) to 5 (combat fighters and stunt planes). Just extrapolate from those for other aircraft.

31. In Coalition War Campaign the "War Bird" does 1d6x10, 2d6x10, and 3d6x100 with it's front guns. Is this certain it is a miss type?

Answer: The correct amount is 3D6x10, the errata correction is on page 111 of the Rifter #3.

32. Does the shadow Alpha Fighter's energy gun from

Robotech disable magic shields in Rifts/magic dimensions or are they immune?

Answer: Yes, they affect all forcefields

33. XM-288 Supersonic Transport. Why have the vehicles never been stolen or have never fallen into enemy hands? And what is stopping the Coalition States from stealing them and using them for themselves? Also, is the NGR the ones who put the pilots in charge of the jets? Or does the Coalition have someone to pilot them? Maybe a little of both?

Answer: The transports are owned and operated by the NGR military, or the Triax Corporation. The vehicles have never fallen into enemy hands since they operate only from secured bases and piloted by trusted pilots from the NGR. As for the CS stealing them, doing so, would cause a diplomatic incident between the CS and the NGR, probably causing trade between the two nations to cease, and maybe NGR throwing their weight behind Quebec (another trading partner).

34. My question deals with the speed of a vehicle going through a dense forest, like the forests in KY. For example, the Mountaineer ATV has a max speed of 120 mph. Does it mean it can go through these dense forests, which usually have no workable roads, at that speed? If not, what sort of modification to a vehicle's speed should be made in passing through areas like this?

Answer: The listed speed is only available on open roads and hard open terrain. Safe speeds through trains or broken roads is limited to 45 mph or below, while traveling through dense forests is restricted to 15-20 mph. dense forest may prevent vehicle travel altogether. M.D. weapons in this case can be used to blaze trails, increasing speed and travel.

35. Can the Packmaster Carrier travel at FTL speeds in the Phase World Sourcebook?

Answer: Yes it can. 6 LY per hour

36. Have you considered printing stats for the Tristar Class Battlewagon for Southern Cross in the Rifter? (It was Emerson's flagship)

Answer: None were printed as we no longer have the Robotech license none can be made.

37. Can any one tell me the difference between a Strike Veritech and a Strike Valkrie?

Answer: The name veritech was used in the Americanized series called Robotech. The Valkyrie was the original name for the transformable fighters from the original Macross Series which was also made into Macross plus, Macross 7 as well as Macross 2.

38. Can a ship in FTL use sensor to detect a ship or object in normal space, or another ship in FTL. I need to know because I'm typing up space encounter tables and world generator for Phase World.

Answer: Only large gravity fields can be detected while in FTL space (going way to fast to pick up normal ships), but other ships in FTL flight can be picked up/detected.

39. Is there an Auto-destruct on CS vehicles? (ie the Mark IV APC)

Answer: Yes there would be.

40. I was reading... somewhere, that there is a tank called the Shield Bearer Missile Tank. I believe I read about it in either the Phase World, or Phase Source, Book. I haven't been able to discover its statistical location. Can you help?

Answer: The Shield Bearer missile tank was omitted from Phase World, it may appear in a future supplement.

41. Is the Garfish a spaceship with facilities for cooking, sleeping and recreation or just a shuttle

Answer: There would be facilities for sleeping, cooking and recreation on a Garfish.

42. Would like to know what kind of bonuses and controls do the pilots of an REF Alpha/Beta "legios" gain for remaining in that form? It's nice that the one unit gets all the firepower of the two Veritechs but it doesn't state which veritech controls the legios fighter or what kind of bonuses the legios gets. Can you shine some light on how this works.

Answer: The pilot of the Alpha fighter controls the legios combination. In early testing the beta was just a big booster unit. There are no special bonuses to the legios combination.

43. How do you make your custom super vehicles go underwater?

Answer: Getting the book Ninjas and Superspies will assist you here.. From Ninjas and Superspies Submersible Water Capability \$175,000 speed class 1 in the water, and can function like a submarine max depth 200ft. The pilot and passengers must wear scuba gear or a Pressurized Cabin must be bought

44. What is the damage of a nuclear vehicle does and the radius of the explosion, and does it change with the # of years it lasts?

Answer: Destruction of a nuclear powered vehicle will not cause an explosion unless there is some other reason, like ammunition explosion or the self destruct device going off. In cases where a nuclear powered vehicle is destroyed, there is only a small chance that the nuclear power pack is breached or even destroyed. If a breach does occur it will not explode but it will contaminate the area with deadly radiation. Clean Up crews can do clean up operations to remove breached and intact nuclear power plants. Note: Nuclear power plants in vehicles etc are often well armored, and generally can only be targeted once the main body of the bot/vehicle is depleted.

45. In Rifts Mercenaries there are some Coalition Vehicles described. Are these vehicles still in use with the New Coalition Army?

Answer: Some like the aircraft are in use in the CS military, others were experimental units. They can still be found in the ordnance lists of the army, and some units may still be equipped with them.

46. Also can a Robotech starship be converted to another power source, say nuclear or antimatter, and still be able to spacefold?

Answer: It is up to the GM whether a Robotech Starship can fold without protoculture.

47. How would the bugs from System Failure affect the mecha of Robotech that use protoculture?

Answer: They will still be able to take control of them, since they also use conventional electricity.

48. Does an A.T.V. Speedster with a nuclear engine require resting periods to cool? And is there a danger that the engine can "crack" and leak radiation? I was under the impression that most vehicles with a nuclear power source had a safety measure that prevents it.

Answer: Generally no cooling period is required if taking it easy, otherwise resting every 12 hours or so is recommended (to cool the exhausts and not the engine). There is no danger of the engine cracking and releasing radiation unless it is damaged (in combat, high speed crash etc).

49. Just a small question concerning the nature of hover vehicle technology. Can hovercraft fly or do they propel themselves along upon a cushion of air. If the latter is true how does this affect movement over water etc?

Answer: Most hovercraft use a Vectored Thrust system so they can operate over water, or limited flight. There are very few ground effect hovercraft in Rifts., and even then ground effect hovercraft can operate on water (many need some sort of skirt to do so though).

50. Which stats are correct for the Splugorth Slaver the ones from Atlantis of the ones from Source Book 1? In Atlantis the main body is HP but a 130 or 150 (I can't remember which) MDC force field pops into place before a shot can hit and it regenerates in 15 seconds. In Sourcebook 1 the body has 300 MDC. Which stats should I use?

Answer: Use the stats from Rifts Atlantis, since it came out after Sourcebook One. however high ranking or powerful minions may be MDC granted through other magic, or Splurgorth bio-wizard Transmutation.

51. Is the Main Body M.D.C. of the Packmaster carrier in Phase World Source book is correct, it seems low, and is it suppose to have shields.

Answer: Yes it is correct. They do not have shields since they are a carrier, and shields would interfere with fighter launchers. Also they are not a front line combat unit and will stand back from combat relying on their protective screen of support ships and fighters.

52. Triax, pg 138, Triax MZ-10 under length 9 ft. this can't be of course so what is the length, width, and height.

Answer: It is probably meant to read 19 feet, width is probably 6 foot across, and around 5-6 foot high.

53. I am using the Cadillac Gauge V-300 Commando Personnel Carrier out of The Compendium of Contemporary Weapons. What I need to know is whether it is diesel or "un-leaded" and what is its tank size.

Answer: I have no idea as to tank size, but it is a Diesel engine "Cummins VT-504 270-hp liquid cooled turbocharged V-8 diesel engine".

54. Do the aircars in Century Station run on gasoline?

Answer: (Bill Coffin) Yep! Although off the cuff, I'd say they probably run off a hybrid gas-electric engine (much like those new Toyotas that are going to hit the market in about a year) that get super efficiency; This enables them to fly on ordinary gas.

55. Regarding the "thinking cap" of the VF-1. Is it similar to the BCS (brain control system) of the YF-21 from Macross Plus?

Answer: The Thinking cap was a product of the Novels I believe, and is not part of the RPG.

56. Do the alphas have nose lasers? because in the closing credits of the Robotech cartoon, two laser like weapons are fired.

Answer: They have what weapons are listed in their description.

57. In Macross II, the Metal Siren has a spear. is it possible to a stabbing attack with the spar, fire the plasma, and shoot the MS-50 at the same time? And is it possible to ram another mecha with the spear in jet mode? If so, can you fire the plasma at the same time you ram them? how much damage would be done to the Metal Siren if it didn't destroy the other mech?

Answer: It is possible to do stabbing strikes with the spear (4D6

MD). No you cannot do all three in one action since they are not linked weapons. Ramming is possible, but not firing simultaneously (ram then fire is a possibility) damage inflicted to the Metal Sired would probably be around the 4-6D6 MD mark.

58. How is it Macross II mechs are nuclear and Robotech mechs are still protoculture? What would happen if you made a VF nuclear?

Answer: They are two different series. Though related. In the original Macross series, the Veritech etc were all nuclear powered, and when 3 different series were linked to produce Robotech in America, Protoculture was made the fuel source. However the original Japanese cartoon and its sequels, and clones etc, used nuclear power.

59. How many ISP are required to activate the force field on the Noro powered armor and what is it's duration?

Answer: The psi-PA force field can be activated by spending 8 I.S.P. points and lasts for 1 hour.

60. Is the Glitter Boy armor suit considered a robot(40,000cr per 10MDC) or power armor (8,000cr per 10MDC) for repair purposes?

Answer: It is considered Robot for repair bills.

61. The RDF VTOLs listed in Robotech Book Eight: Strike Force. What is the piloting skill to use? Is it pilot jet or some other skill. In the anime a VT in Guardian Mode operates almost like a jet. Also what is the power plant for the VTOLs; Nuclear, Protoculture, Conventional, or a hybrid?

Answer: Pilot Jet for the RDF VTOLs is appropriate. Power plants for the hybrids could be nuclear, or protoculture.

62. I had a question about the Glitter Boy being able to roll with the punch and dodging. GB wins initiative, fires at enemy and hits, then the enemy fires missiles back and also hits. Can the GB roll with the punch on this, or try to dodge this using up his next action? I'm wondering does the recoil suppression system prevent him from doing either of these.

Answer: Rolling or dodging is possible (the recoil suppression system is able to be retracted automatically after firing).

63. Can the Glitter Boy's helmet be removed by someone trying to get at the pilot? Or is it removable at all?

Answer: The head is locked in place when the armour is operational, however the head can be targeted through called shots to get to the pilot.

64. How do you get into a Glitter Boy power armor suit? Does it open like the exoskeletons from exosquad or what?

Answer: The center of the suit (chest area) opens up allowing the pilot to climb into the suit.

65. Could a Glitter Boy use its pylons on Wormwood because of the "living planet"?

Answer: Yes they can use their pylons on Wormwood.

66. We have a Glitter Boy in our group, and have come to depend on the fire power he adds to our group. We got into a fight and over the course of the battle our he took a total of 780 points to main body. The GM ruled that because he was shooting the boom gun, he was unable to dodge or roll with the punch. We find nothing stating how long it takes to deploy the pylons and retract them, so my question is can he do either dodge or roll with the punch(for the rockets he was hit with) and when his main body is reduced to zero.

Answer: The Laser Pylons are deployed immediately, but can be automatically retracted after firing. This will allow them to fire,

dodge, then fire again (using the normal combat sequence). However, if in a secure firing position, the pylons can be fixed, in that case no dodge or roll is possible.

67. The VF Fighter carries ammo clips for the GU-11?! Where are the ammo clips stored. How many can a pilot take into battle?

Answer: They are in the leg compartments, generally 3-4 spare clips can be carried.

68. The Advanced Audio System for robotics in HU2 says you get abilities equal to Extraordinary Hearing, but and this has been the topic of some debate, does this mean you get the bonuses from the super power also?

Answer: You do get the bonuses.

69. Generally Robotech Mecha are very agile, responding to the thoughts of the user, however only a certain few mecha can leap dodge. It seems that in Macross II most mecha can leap dodge. Should it be inferred that Macross II mecha are more advanced than Robotech mecha, or was it merely a change in Palladium's approach to anime mecha combat. In other words would a VF-1 have leap dodge in Macross II? What are your thoughts?

Answer: Macross 2 Mecha are about 80 years more developed than 1st generation Robotech weapons.

70. How do missiles fire from their launchers in the case of multiple rocket pods like on the Gladiator, or Alpha Fighter. Does the player choose what launcher he fires his missile from, or is their a set firing pattern?

Answer: There would be a set pattern.

71. In Warlords of Russia the Borg Bike looks nothing like what it is described as what happened?

Answer: The bike shown is a beat up bike, which is missing the AR-44 Rail Gun from the shoulder mount, with 2 fitted on either side of the bike. and the lance is missing. Many bikes of different types are often customized by their riders/owners.

72. In Robotech, how are the Raider X's rate of fire numbers for the laser arms supposed to work? The book states that the Raider X is the only mecha that has more weapon attacks than hand-to-hand attacks. How would this translate into game terms?

Answer: When using their weapon arms, that replaces their normal attacks per melee.

73. In the Invid Invasion supplement Lancer's Rockers there is a picture of an E.B.S.I.S. mecha on page 24 but no stats are given for such a mecha. Are they available?

Answer: It is the Krugatch Annihilator (p38).

74. Where do I find how much it is to recharge or replace the entire nuclear power plant, in a Robot or a vehicle? My group has found an old base and have found 2 USA-10 G.B.'s. Their sources are dead. How do I figure what to charge for replacing or recharging them?

Answer: Such systems generally start for around 1 million credits and go up to 10 million based on type, plus labor charges to install.

75. On the Taurus Glitter Boy it says on optional weapons it can use a boom gun. Does that mean it can use two Boom Guns or only One Boom Gun. If so is there any penalties or bonus.

Answer: Only one Boom Gun can be used.

76. Does the psionic shielding of the SAMAS and

Glitter Boy protect the pilot from the hypnotic gaze powers of a vampire?

Answer: No, since direct eye to eye contact can be made. If direct optics is obscured and video cameras are used, then the hypnotic powers of the vampires are not effective.

77. Since the Turbo Wing Glider is a fusion of Magic and primarily a mechanical device, would it be possible for an Operator to install a custom made Naruni forcefield into it? Answer: It would be possible.

78. If you were to install a contragravity pack, like the one the Silverhawks have, on a Glitter Boy could he fire the boom gun without using his thrusters for support?

Answer: Thrusters would still be required. while the CG pack may allow flight, it cannot cope with the recoil.

79. The cyclone in Robotech RPG Book Five, what happens if the head armor is destroyed?

Answer: The Pilots head is now exposed and can be targeted.

80. In the section on Helicopters in the HU2 GM Guide, on page 222, just to the right of the listing for the M-21 coordinated system, there is a partial listing for a helicopter, but the first half seems to be missing.

Answer: It is the OH-23 Raven

Length: 41 ft (12.5m)

Weight: 1,821 lbs (810 kg)

Payload: 851 lbs (383 kg)

Cruising Speed: 90 mph (144 kmph)

Range: 439 miles (707 km)

81. The Proctor-Class Long-Range Interceptor says it has an "advanced stealth system" but this is no stats for it. Can you please supply?

Answer: Stealth systems are described on page 153 of the Phase World Main book.

82. I was wondering. For vehicles that have ejector seats (like Veritechs, jet fighters and some other robot vehicles), does it take a melee action/attack to eject or do they do so automatically/character may do as a "free" action.

Answer: If the seat is on automatic, then no action needs to be taken, if the ejection needs to be done manually then it will take an action.

83. Is the damage listed for the Glitter Girls explosive rounds really only 2D6 MDC? Or is it supposed to be 2D6x10 MDC?

Answer: It is correct as listed.

84. Under the heading Engines and Propulsion Systems (pg 203) in HU2nd ed., for additional altitude costs you have listed that each 100 feet of altitude costs \$50 and then show that 10,000 feet would cost \$500,000. That huge price would suggest that it costs \$50 per foot of additional altitude. What is the correct pricing for additional altitude?

Answer: It should be 50 per 100 feet.

85. In the weapon listings for the Tomahawk MK II, weapon number 2. Top Cannons: Low-Powered Lasers (2) the mega-damage listing is as follows: Mega-Damage: 4D6 x10 M.D. for a single blast or 1D6 x10 for a triple-pulse (a triple-pulse counts as a burst and is less accurate in striking it's target). Tell me... Is the difference in damage the result of this "inaccuracy", or did someone swap damage ratings on accident?

Answer: Ignore the x10 for the single blast damage (should read 4D6).

Paladin Steel Store Front

By taalismn

PS/FA L4A200 'Bren' 7.62mm Light Machine Gun
http://world.guns.ru/userfiles/images/machine/mg10/bren_mk2.jpg

"The top handle and the magazine sticking out the top get in the way of REALLY accurate sighting, but then again, you're not buying a light machine gun for sniper work. The off-set sights provided work just fine for rapid-fire operation."

The L4A200 is a collaboration between Paladin Steel and Farnborough Aviation, and is a modern upgrading of the WW2-vintage 'Bren', which was a design so reliable and sturdy that it saw production and service all the way through the early 2000s with the British military. Paladin Steel took the schematics (based on the last version of the weapon, re-chambered and -barreled for the standardized 7.62 NATO round) provided by FA and re-rendered the weapon in lighter, more durable, mega-damage alloy, applied low-maintenance dry-lubricant coatings to most of the moving parts, and provided magazines of upgraded explosive and ramjet ammunition to allow the weapon the ability to bite hard on mega-damage targets.

While not having the range and rate of fire of other rebuilds (such as the GPMG M43 7.62mm 'Fritz'), the Bren enjoys a very light recoil, which negates the penalties for burst fire. The Bren is produced by Farnborough Aviation in the City of Bath, England, and in North America by Paladin Steel. The weapon is currently enjoying more popularity in England, but as word spreads of the low cost and low recoil on the weapon, sales among Western Hemisphere mercenaries, militia and adventurers are expected to pick up.

Weight: 20 lbs
 Range: 3,500 ft
 Damage:(SDC) 6d6 SDC single shot, 2d6x10 SDC per 5 rd burst, 4d6 x10 SDC(1d4 MD) per 10 rd burst, 8d6x10 SDC per 20 rd burst
 (Ramjets) 1 MD single shot, 1d4 MD per 5 rd burst, 1d10 MD per 10 rd burst, 2d10 MD per 20 rd burst
 (High Explosive)2d6x10 SDC single shot, 1d4 MD per 5 rd burst, 1d6 MD per 10 rd burst, 2d6 MD per 20 rd burst.
 (PSX-2) 1d4 MD per rd, 2d10(or 1d4x5) MD per 5 rd burst, 1d4x10 MD per 10 rd burst, 2d4x10 MD per 20 rd burst.
 (Tracer) Every 11th round is a tracer, which gives a +1 to strike with bursts. However, the tracer stream also makes it that much easier for enemies to backtrack and locate the machine gunner.
 Rate of Fire: Standard; rated at 500 rpm
 Payload: 30-rd top-loading box magazine. Can use either a classic curved 'banana' clip or a straight magazine.

Special Features:

- *Gas-operated, air-cooled
 - *Integral Carrying Handle
 - *Integral Bipod
 - *Low Recoil---Negate the HALF bonus penalty for firing bursts(only the 5-10 rd bursts; burst penalties apply as normal to the heavier bursts).
- Cost: 8,000 credits

"Nothing but the finest supplies can be found at the PSSF!"

"I never thought I could be sold on gear from PSSF. Pinned down and two of my team dead. I found out my gun jammed. I reached for the rifle gripped in hands of my buddies corpses. The PSSF Rifle shot true the first time, and every time after that. Sure the bug got my legs, but I got my head quota and never leave the BURBS without this gun!"

"I told dad I wanted my first car to be from PSSF!"

"My daddy didn't take kindly to the stranger that thought I married my brother. Daddy shot him good and dead right where he stood. Besides, my cousins my husband and he's a pretty good farmer too."

"I thought the wilks stuff was good. Should have gone to PSSF first. Thats one mistake I won't make again."

Power Overwhelming

Adventure

If you're going to be a hero, your going to need game!

By Richard Grzela

Introduction

This adventure is designed to turn characters into villains by preying on the player characters abilities to use their powers to thwart the efforts of villains. This adventure is not suitable for use against characters that primarily use weapons and tools as the villains are trying to corrupt "Powered Heroes". Powered Heroes refers to Mutants, Aliens, Super Soldiers, Eugenics and any other character that has a natural offensive and defensive power abilities are the target in this adventure.

As you read through the adventure, you'll see why the player-characters will be vilified, turned by the public into villains. It is recommended that you keep technology levels at current ranges of today's world. Once you convince the players to use their characters in this kind of game, it is very likely that they will never be the same heroes again.

You should read the adventure through before playing it out. There are details in the adventure that offer interesting plot twists to make your game more interesting for the players. The adventure can be a pin off to other adventures as well based on the additional information.

Beginning the Game

Characters are often seen as heroes so the very first thing to do is give them something to hero after. As our choice, this adventure revolves around a bank robbery. The events in this game mostly take place in a city. The only other map provided is a basic bank map. You can substitute maps as you see fit for your game. As the GM you can let your players know about the back-story too. It will help take players

The Back Story

A year ago world-renowned inventor and futurist Doctor Karl Omegadusk went missing. It was said he was working on a project for the known criminal Fat Cat who is still in prison. Unfortunately even Fat Cat is unsure of where the good Doctor Omegadusk has gone, as he has never met the good doctor in person. Until recently crime was at a manageable level. Even more troubling, more criminals have been turning up using technology years ahead of its time. These weapons are in the form of firearms that are making several major manufacturing agencies hungry for the blueprints. Luckily the tech in the firearms become useless and fuses the circuitry into a useless mass after 1D6 shots.

Only powered suits are of any use, and even then many of the criminals have found a way to escape authorities in power suits. What is more alarming is that heroes are becoming seriously injured, missing in action or are being found dead. Many Heroes are reporting multiple injuries caused from unknown, illegal firearms. All heroes are concerned. These weapons are now in the public space and seem to be getting easier to obtain. They can hide from a threat. Yet this new power makes everyone a target. Everyone now becomes a suspect.

Bank Job

Player characters can be anywhere when they hear the sound of sirens. Players familiar with your game setting will know that there is a bank near by and can try and beat police to the scene of the crime in progress. Players not familiar with the game setting can follow the police in pursuit. Players going to investigate will come to gun fight between one of the criminals and the police outside. The criminal trying to escape will be hot dead if players do not intervene. There is also one other criminal hiding on one of the rooftops across from the bank. When the heroes arrive he will try to use his sniper skills to hit the heroes. The ray will be seen like a flashlight but not felt by heroes struck. He will fire all six shots to bring down player-characters before making an escape anyway he can.

Note: Player-characters might need to make a perception roll to see if they even notice being hit by the ray. This Roll is similar to Detect Ambush skill. The base roll is 0-30% for skilled characters. Unfortunately if your character doesn't have this skill you only have your I.Q. bonus. If you don't have a high I.Q. you don't get that! You have to roll less than 5% to see if you perceive the shooter or sense being hit by the ray. If any of your player-characters have any other related skills; such as Tracking, Find Contraband or similar skills, then we recommend that you allow the players to roll between 0-30% for a successful detection.

Inside the bank there are three more criminals, two with standard handguns and one with a new rifle. If players get into the bank all three will open fire on the hero(s), while using the bystanders as human shields to cover them. The one rifle does no damage but has special effects listed below.

Doctor Karl Omegadusk invented the rifle being used by the criminal. The Doctor Omegadusk named the weapon. The rifle is called the Samson Riot Ray Rifle. He created only three of these Rifles and the third has yet to turn up. It is believed that the Doctor used the third gun to escape his captors.

The Samson Riot Ray Rifle

Also being called on the street the DKO-Riot Ray

Damage: None, special effects

Range: 3000 feet (914.4 m)

Rate of fire: 1 per melee

Payload: 6

Special Effects: Any Hero struck by the ray suffers no harm. Instead the hero struck instantly becomes enchanted by ten thousand times (X 10,000). All physical abilities and powers do x 10, 000 more damage effect and range. Heroes will not notice the effects until they take an action. This weapon will work on ordinary people as well. No saving throw is offered for the effects against the ray.

Duration: 1D6 days on first exposure. Though no one really knows how long the effects last. After the firsts exposure the effects are reduces by 1 every day in it used 1D6-1day/use until the ray only lasts one day per use. Since the weapon is so fragile it is unlikely to be kept with the villain if they discovered this

ability. Any hero persistent enough to follow a villain with this enhancement could easily destroy the Rifle to prevent further use by other criminals.

Built in defense mechanism: The Rifle fuses and is useless after 6 shots. The Rifle is also design for catastrophic failure of it receives more than 3 points of damage. Very likely if the criminal simply drops the gun to the ground or throws it at a hero.

Limitation: This rifle will not effect technology. Characters using cybernetics are unaffected. The ray does not effect power armor and robot vehicles. Characters that the ray may not effect are androids, robots or other artificial beings. Only living beings are effected. Yes, Machine men would be effected as they are living machines with organs and nano-robotics within them, which are considered living and sentient. The ray also effects Gestalt characters. Both beings are comprised of many parts that make those characters heroic in their own right. This ray has no effect on Supernatural, Psionic or Magical characters. Most mega heroes would be effected so long as they are not dragons, gods, godlings, and demons. Characters with immortality are considered supernatural and the ray would not effect them.

As soon as the ray strikes the characters they suffer the special effects. Characters using special powers to apprehend the criminals, particularly offensive powers are likely to kill everyone in the bank and bring the bank down around them, their allies and the innocent inside. Any extra damage spreads out to surrounding buildings potentially killing more innocents and would be visual evidence against heroes, solidifying the darker side of heroes and the danger they pose to the public at large. All surrounding space would also suffer the effects from powers used. Characters attempting to use physical force will like turn the criminals into a bloody pulp. Their power will be increased so much that even their allies' unaffected would fear them. People with cell phones will capture what they can, security systems will record events as will new helicopters record events as they unfold.

For the next 1D6 days, player- characters will have this power boost. The following events will happen near the hero character during this time. You will notice that there is one event for every day that the character is enhanced beyond normal game levels. You can place these events anywhere on the basic city map provided. We recommend that you plan this out prior to your game and mark it down on the map sheet provided.

- The next criminal activity is a purse-snatcher on a busy street. The criminal runs into a busy shopping mall with over one thousand people inside. If the character uses their powers more innocents will parish at the hands of the hero(s).
- A rampaging driver. This is road rage at its worst as the driver is intentionally hitting other cars on a get away from the police. This person is not going to stop until the vehicle fails or they die. The person is drunk! They are completely unaware of the events happening around them. This person is a threat to themselves and innocent bystanders.
- Drug deal gone bad. Several criminals are running through a downtown escaping from a single building shooting at each other. Each carrying a bag of narcotics or cash, most of which is spilling out onto the street for people to pickup or to be shot dead in the crossfire.
- Bomb threat – Player-characters are called to help evacuate an airport that was threatened by a bomb scare. Bystanders are trying to flee but not fast enough. Player-character grabbing people could break their arms and bodies by accidentally helping the innocent along.

- Fire – Smoke in the air and the cry of a siren or two signals a fire, a big one. A large apartment building is fully engulfed. If players use their powers they might find that the entire building and many innocent people surrounding the area are killed from the player-characters efforts to save lives or put out the fire.
- SOS at sea – A boat is sinking fast. Player-characters are called to assist the coast guard in locating the boat as it is heavily damaged. Player-characters find the cruise ships first and 1,500 passengers are spilling out to sea by jumping or lifeboats. Do the heroes call the coordinates in or take actions and risk the lives of all the passengers with their newfound powers. **Note:** If heroes use powers at sea they also risk facing the anger of animal rights groups and naturalist who fight to protect the natural world around us.

Note: As a GM your results may vary, and you do not have to use every scenario. Also be prepared to adapt to creative player-characters that go into hiding. They may self-quarantine and the rest of the world heroes of the world may call the player-character out of hiding to answer for their crimes. You also have to face the fact that player characters may embrace their roles as villains. They may have to be taken into custody by force. All the while the public may openly protest against all heroes and villains and more stringent laws could be passed that force all heroes to register to operate in local cities, particularly Century Station. Many different things can happen in your game once the public starts to call for the heroes' heads to roll.

Moving on in the Game

Once players are vilified they have to be brought to justice. The adventure from here can end in one of two ways. First you have to determine if the Doctor is still alive. Capturing him might be key to clearing the name of all heroes. Also the weapon (The Rifle) that he may still have in his possession could be a real problem. Once found Doctor Karl Omegadusk will fight to the death. He has only one blast left of the rifle. That blast will last for a full 24 hours. He refuses to be taken captive and tortured again for his brilliance. Who ever hurt him did enough damage to make him insane. Once the effects of his ray wears off, he will ingest a vial of poison and leap from a tall building to ensure no one hurts him again. Of course the Heroes will still have to answer for their crimes. Those player-characters that resist will be taken down by force. Because the heroes did not knowingly intend to commit the crimes they are charged with, they will only serve 2D20 months in jail. On the plus side, players get to roll new characters for the time being. After the prison term they player-characters will get a full, complete pardon, and be allowed to resume active service as they once had. The public how ever will monitor them closely with cell phone cameras and video cameras.

At the end of the adventure, if players can not capture or find Doctor Karl Omegadusk, they have no evidence to clear their name. Player-characters can learn the following information if they search in the right places. The criminal Fat Cat will tell player-characters that he had hired the doctor. With the right warrants they can discover what facilities Doctor Karl Omegadusk was working at and if any other Doctors worked on the projects with him. Fellow Doctors will know where his last residence was. Currently the house is abandoned and untouched for one year. All belongings have been naturally covered in dust. There is a journal in his house that documents his favorite vacation spots. One is a remote camping area with hiking trails. The Journal has a map to a cavern. **That is where the player-characters will find him. ** Getting a recorded confession from the doctor is the best

evidence to clear the players completely. If player-characters can get a confession the jail time of 2D20 months will be further reduced by half the dice result rolled. If Doctor Karl Omegadusk kills himself, then player-characters still have to do the full jail time of 2D20 result rolled.

Players can also subject themselves to scientific study to prove that they could not naturally created so much damage and exert so much power under normal circumstances. With Doctor Karl Omegadusk no longer available, the rest of the world will be left to wonder if ever they will be able to recreate such technology again.

Special Note: Should players have an I.Q. score of 24 or better, they will find that Doctor Karl Omegadusk was also working on a prototype of the Glitterboy armor complete with Boom Gun. He had already built a sensor system located in his home and his cannon was just a shell which could be found in the cave. Nothing else had been manufactured despite having a complete set of plans designed and drawn up. This model of glitter boy armor that Doctor Karl Omegadusk built is only 30% likely to work on the first try. The Boom Gun is only 10% likely to work should Doctor Karl Omegadusk manufacture it, as it is design.

-Enjoy!

Doctor Karl Omegadusk

By Richard Grzela

Character Name: Doctor Karl Omegadusk

History/background:

Doctor Karl Omegadusk was a brilliant child who easily mastered what many consider basic core requirements in education. By the time he reach the 6th grade he was already being studied by local universities as to what his full potential may be. His down time as a child was sent reviewing notes and term papers of university students, while completing his work for his senior year. He graduated with a 98% average I all his classes and cited that the score was low due to an error by the faculty staff of the time. After three years of his parents petitioning for a reexamination of Doctor Karl Omegadusk grades, it turned out he was correct. He had indeed graduated with a 100% average. The federal government issued a one of a kind gold leaf diploma to commemorate his achievement at the age of 13. By the age of 14 several universities and corporations with million dollar incentives were courting Doctor Karl Omegadusk. He chose to stay near his family and took the lowest offer. By the time Doctor Karl Omegadusk turned the age of 22 he had already held a masters degree in Electrical engineering, robotics and mechanical engineering. He wrote several papers about how the three were linked and that they could be made to function as one. He was being hailed as the father of many inventions based on his theories alone. By the age of 25 Doctor Karl Omegadusk went into seclusion. Actually he had enough of all the work. He had made enough money to enjoy himself and took a hiatus from the busy to work on personal projects. He lived a very modest life in an undisclosed location. When he turned 30 his parents died tragically in an automobile accident. This made him come out of seclusion to pay his final respects. A week later he revealed a few of his inventions and already secured many patients. Doctor Karl Omegadusk newest inventions would answer the call to world hunger and making deserts capable of growing hardy crops. This did not bode well to the wealthy nations of the world that had

food and resources. They did not see the profit or advantage of this new technology. It was around this time he was kidnapped and never seen or heard from again, until now. GM Note: The Billionaire (page 131, Gramercy Island) hired The Cremator (page 140, Villains Unlimited) to kidnapp and torture the Doctor while he was working at a corporation owend by Fat Cat (page 163, Gramercy Island).

Real Name: Doctor Karl Omegadusk

Alignment: Scrupulous

Attributes: I.Q. 30 (was 48), M.E. 9, M.A. 14, P.S. 9, P.P. 9, P.E. 10, P.B. 9, Spd. 11

Hit Points: 35

S.D.C.: 40

H.F.: 0

Height: 5 feet 9 inches (1.75 m)

Weight: 165 pounds (75kg)

Age: 55

P.P.E.: 16

I.S.P.: 15

Disposition: Doctor Karl Omegadusk is currently suffering from several insanities due to torture. His captors extracted much from him to steal his inventions. Forced him to create weapons, over meeting the needs of the common man. After enduring such treatment, Doctor Karl Omegadusk has found a new level of imagination and creativity that his worked lack in the past. His ability to systematically dissect the real world is fading. Thus his reduced I.Q. scores. Though still far higher when compared to that of any other character. He has lost the ability to determine right and wrong. Now he simply just inverts for fear of more pain and physical abuse. **Special Abilities:** Doctor Karl Omegadusk has no known super abilities. Though some have speculated that he is a latent psychic. This is not true. He is simply very studious and well learned.

Skills of Note: Natural Genius! Doctor Karl Omegadusk can perform and discover the correct answer and operation of any device 98%!

Mechanical Engineer 98%, Electrical Engineer 98%, Weapon Systems 98%, Surveillance systems 98%, Robotic Mechanics98%, Robotic Engineering 98%, Computer repair 98%, Computer operation 98%, Astro-physics 98%, Biology 98%, Chemistry 98%, Analytical Chemistry 98%, Advanced Math 100%, Medical Doctor 98%/98%, Computer Programming 98%, Hot Wiring 98%, Computer Hacking 98%, Electronics Construction 98%, Recognize Vehicle Quality 98%, Analyze and Operate Devices 98%, Build and Modify Armor 98%, Electronic Counter Measures 98%, Make and Modify Weapons 98%.

Experience level: 25th Inventor

Attacks per Melee: 4

Bonuses: 30% skill bonus applied to listed skills. Since the age of 6!

Vulnerabilities: Doctor Karl Omegadusk has many due to his insanity's. But the biggest character flaw he has is that he is not a very physical character. The good Doctor simply can not use many of his inventions well. He has no weapon proficiencies. All physical melee actions tend to suffer a -4-penalty even before the other penalties are applied when he is engaged in combat or even building things. Doctor Karl Omegadusk usually has several detailed lists that he leaves for his assistance to do the majority of the physical work for him. He then spends the day checking in on progress as he continues to work away.

Insanities: Doctor Karl Omegadusk suffers from the following:

- **Hypochondriac** - His torturers injected him with several drugs leaving him to believe that the world is unclean and unsafe. This is an obsessive trait now due to the poor conditions he was kept in and the physical abuse he endured.
- **Pacifist** - He is gentle though if threatened with physical harm he becomes very volatile and suicidal, 72% chance of this happening.
- **Recluse** - Doctor Karl Omegadusk prefers to be alone. Partly due to trust issues.
- **Paranoid** - Since escaping his captors, Doctor Karl Omegadusk is worried everyone is out to get him. This is a problem for any heroes looking to confront him. There is a 72% chance of aggressive behavior from the Doctor. He has a phobia to skeletons. 1-25% he will pass out, 26-80% he will run and flee for his life. Simply escape as far and as fast as he can from the place where the skeleton is found. 81-100% he will be paralyzed with fear. He can only cry scream or whimper in fear. Doctor Karl Omegadusk can take no other actions. This may be a clue as to who tortured him.
- **Obsession** - Doctor Karl Omegadusk must learn and study. He has had this obsession since he was just 3 years of age. It is a long-standing disorder that has granted him prominence among his peers. He loves technology in all its forms and must be surrounded by it all the time. If he sees that something is not working well, he will take any actions to fix it or make it better. He has a utopian view of technology and simply wants to make the world a better place through its use as optimal tools.

GM Note: The Billionaire (page 131, Gramercy Island) hired The Cremator (page 140, Villains Unlimited) to kidnap Doctor Karl Omegadusk to extract the information of the inventions. The Billionaire also requested that The Cremator force Doctor Karl Omegadusk to make specific weapons. Doctor Karl Omegadusk completely fears The Cremator now. The Billionaire caught word that a corporation owned by Fat Cat (page 163, Gramercy Island) that secured the rights to Doctor Karl Omegadusk technology. It was the only way The Billionaire could keep the competition away. Fortunately for Fat Cat, Doctor Karl Omegadusk finished his work before he was taken.

Psionics: None

Magic: None

Equipment: Traveling cloths, lab and testing equipment as well as basic tools can all be found in his home, cabin and cave. 1 pen, pencil and sketch pad. One high powered pocket computer of his own design.
Weapons: None, though several are laying about his work spaces, all in various states of repair.

Armor: None

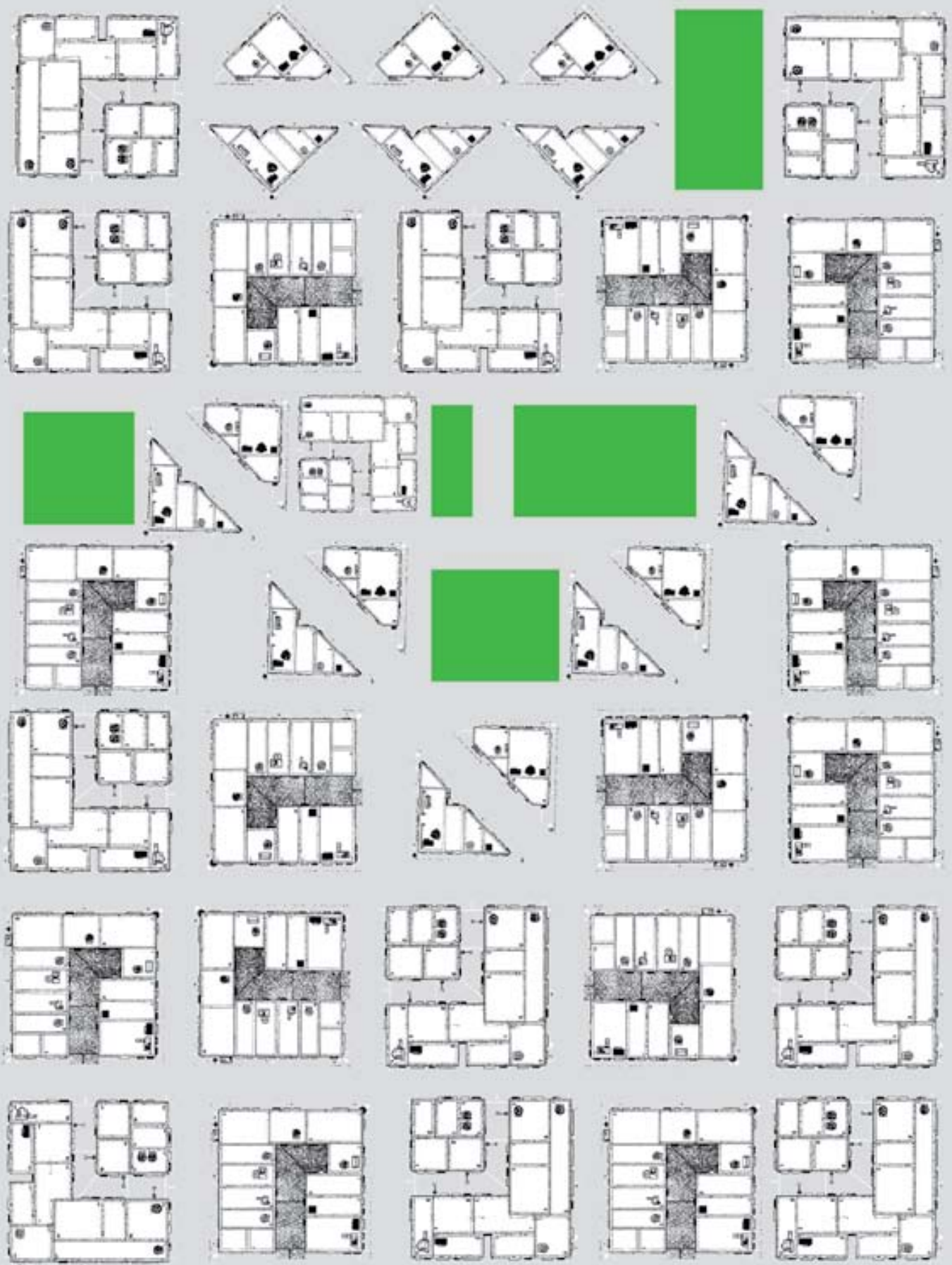
Money: \$4000 on hand. Plus a Corporate Credit Card with a limit of \$500,000. He also collects \$1,000,000 in patent licensing fees every year. He owns an old beat up car valued at \$8,000. He has several million invested into many companies which is handled by his Broker. Doctor Karl Omegadusk really lives to create and invent. Nothing else really matters to him. Though if he wanted, he certainly could afford a very comfortable life style.

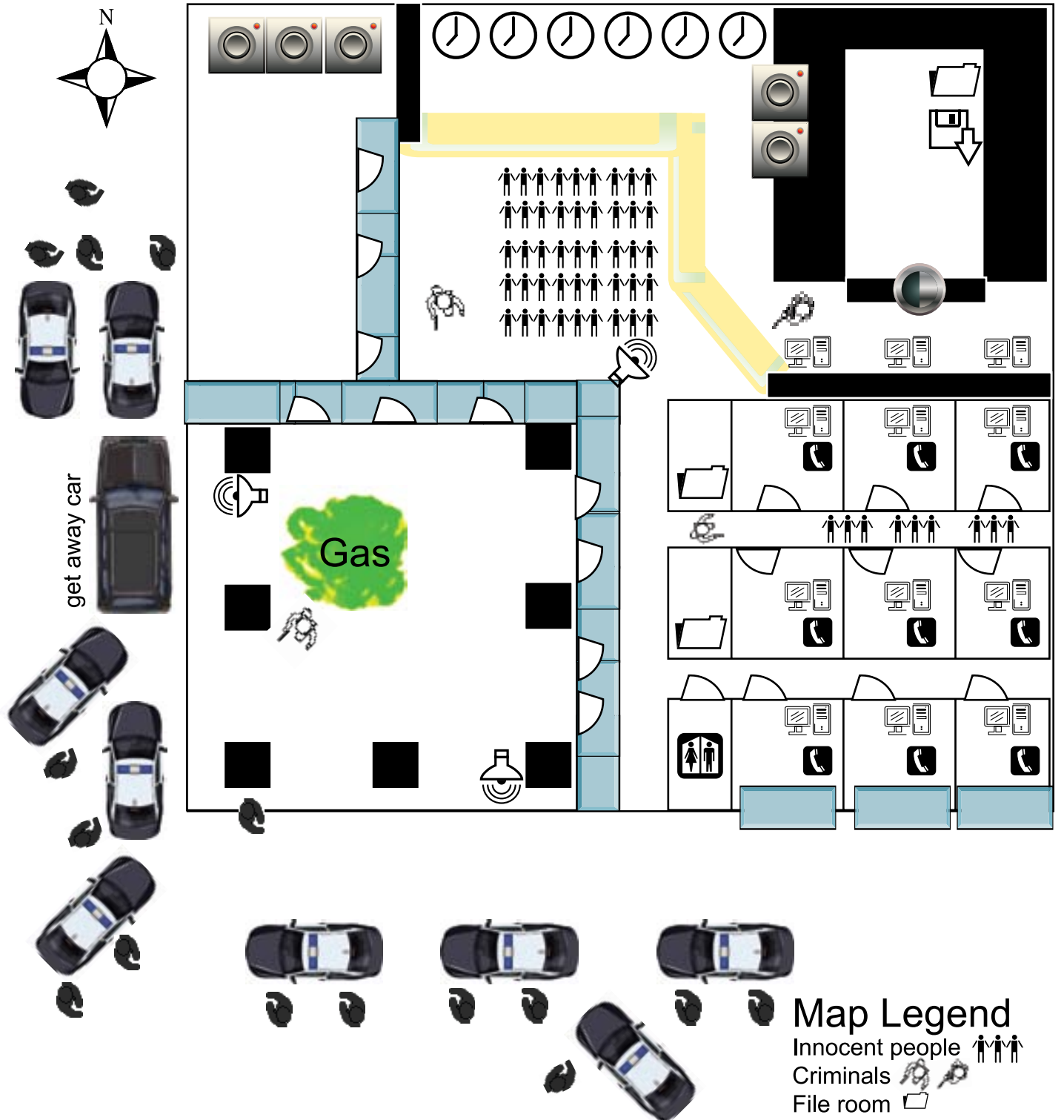
The Maps

The following two pages contain the maps you might want to use for your games. The first of the maps are a sample layout of a city. You can use your own city map if you feel that your players have better knowledge of areas. It is recommended that you plot out events ahead of time using this city map too. That way you can allow the game to play out naturally with a measure of some randomness. This is to allow player-characters more freedom in their actions in the game, while allowing the GM some control of moving the game forward.

The second map is the bank layout. It is how events have unfolded when the player-characters arrive on scene and events are well underway. The hostages are at risk and one criminal is about to have a shoot out with one of the criminals. This is a very tense and volatile situation. Player-characters need to act fast if they want to minimize as many deaths as they can.

With all this information, you just need players to bring it all together. - Have fun.





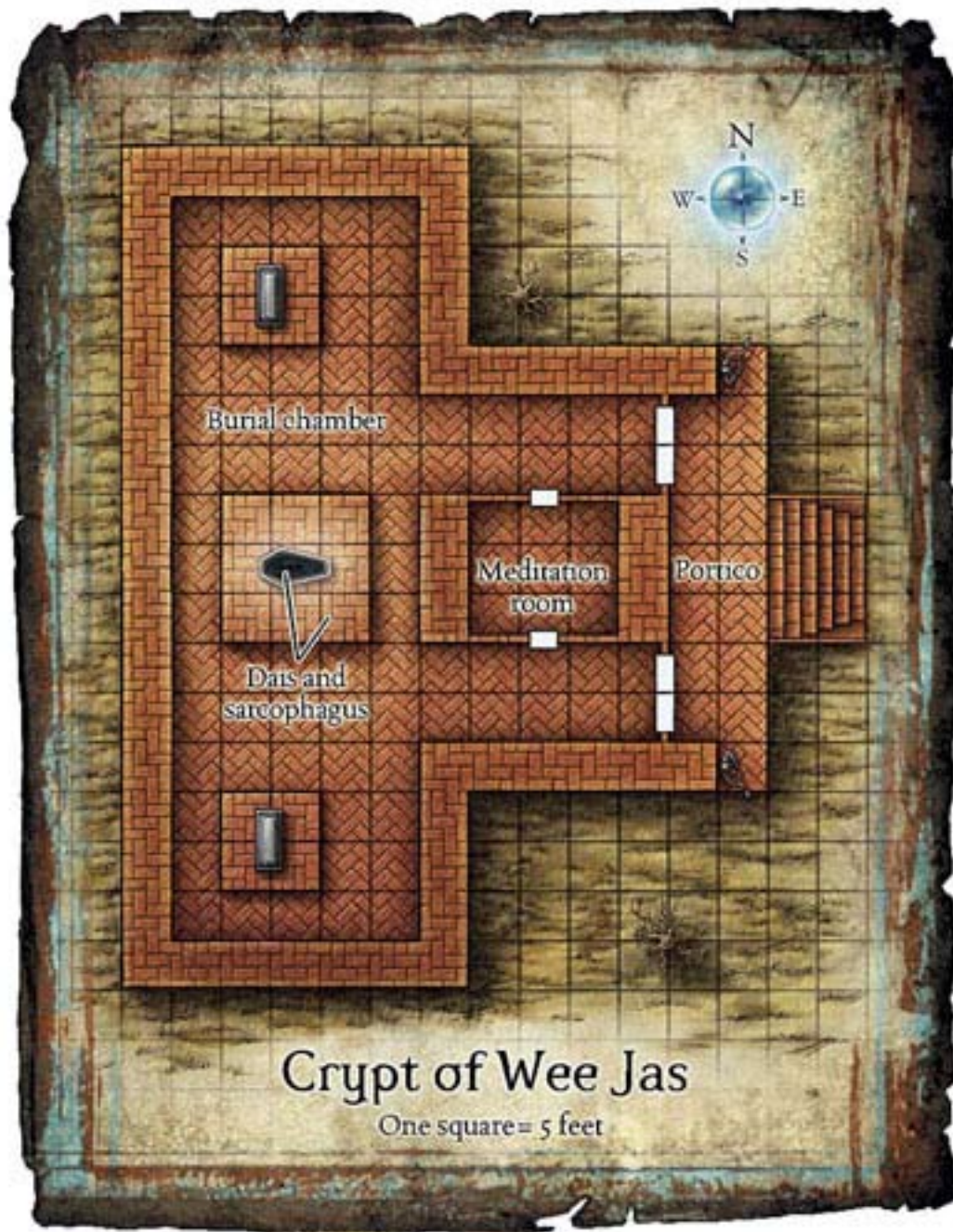
54 innocents
16 police
4 criminals

Map Legend

- Innocent people
- Criminals
- File room
- Bathroom
- Bank cash mashine
- Alarms
- Phones
- Computures
- electronic information
- Doors
- Windows
- Clock

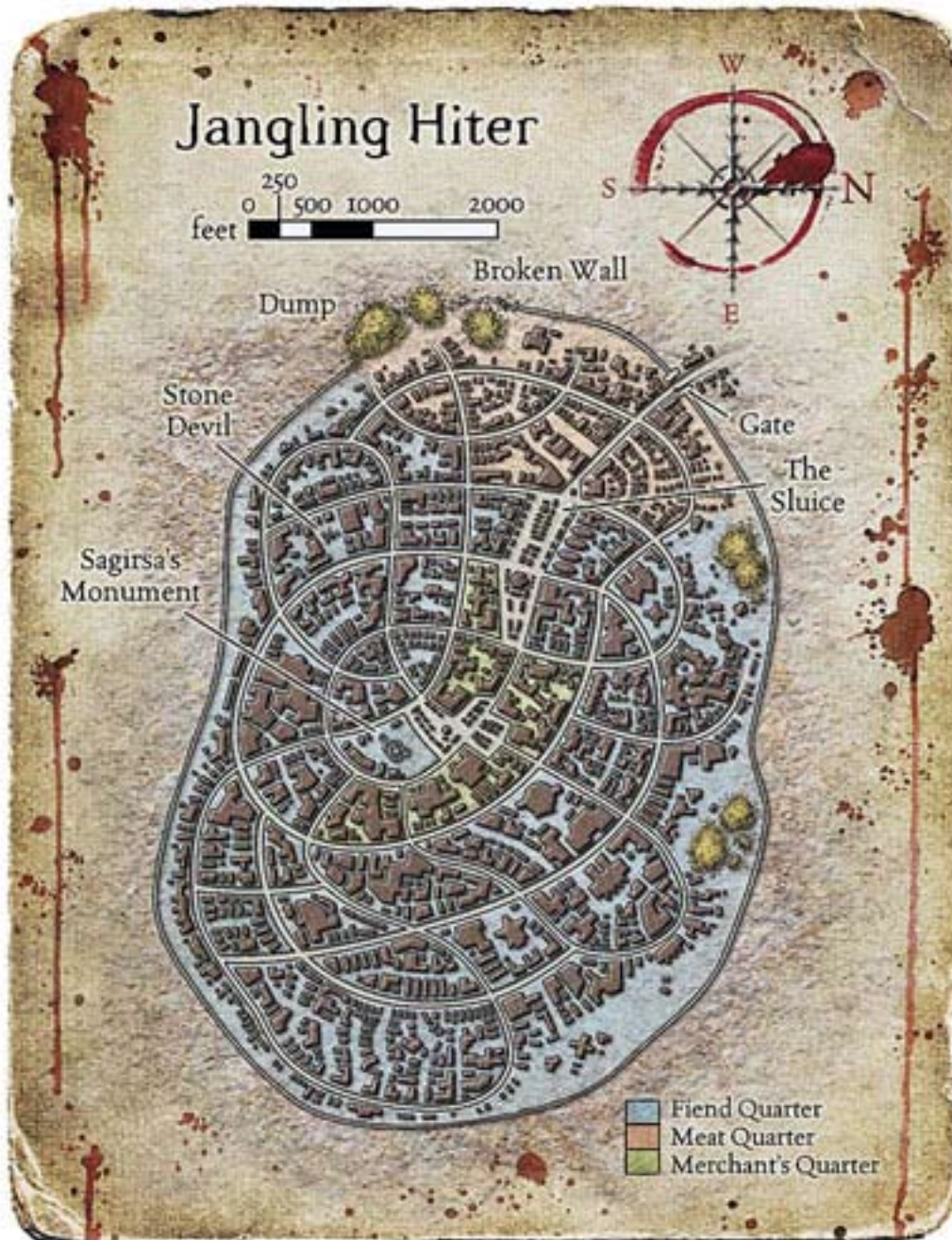
Games Resource

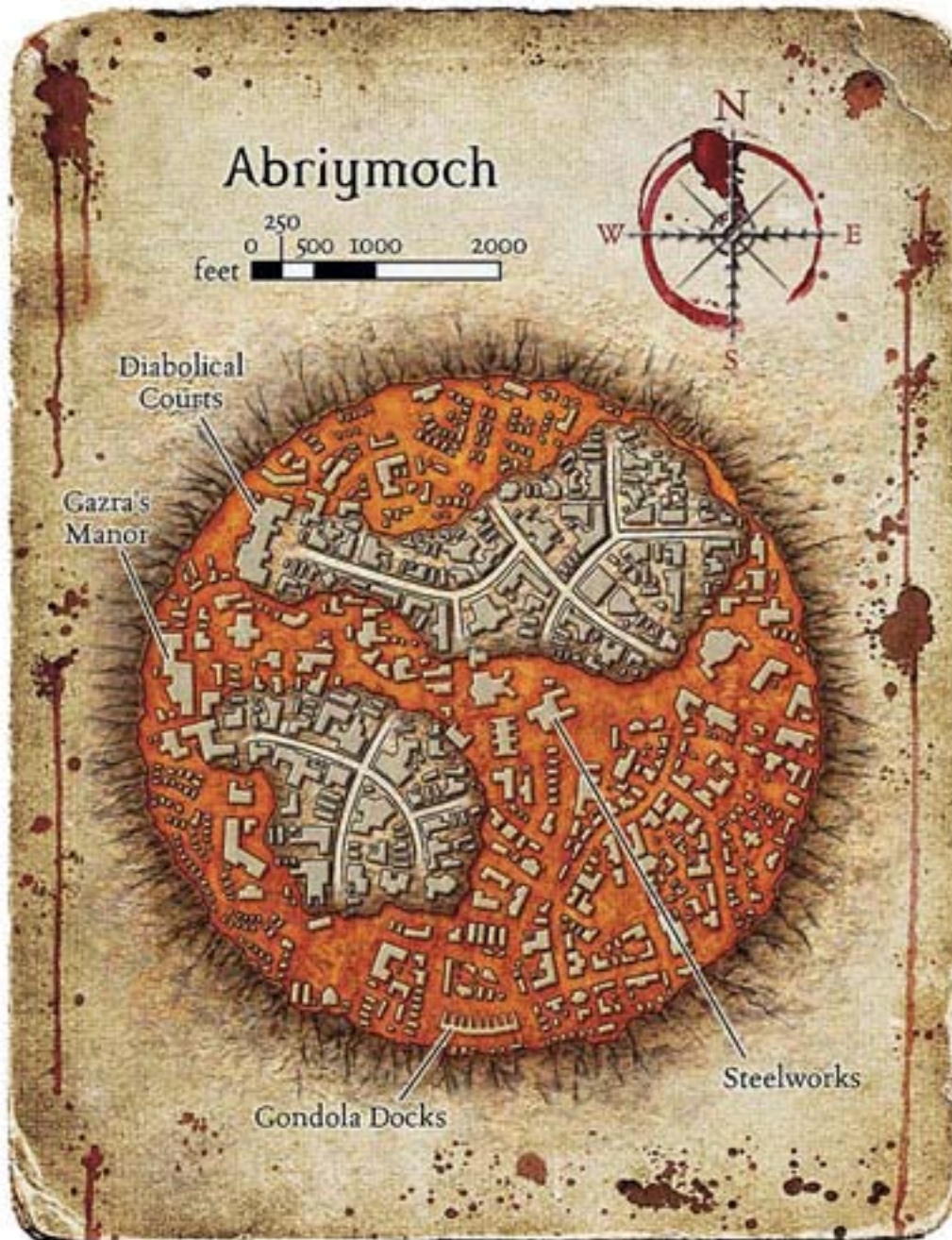
The following maps are provided from the web. You may use these maps for your game planning or to expand your already developed game world. Players love to see the world their in. Make it a good one. Feel free to change names and edit maps as needed to fit your game.

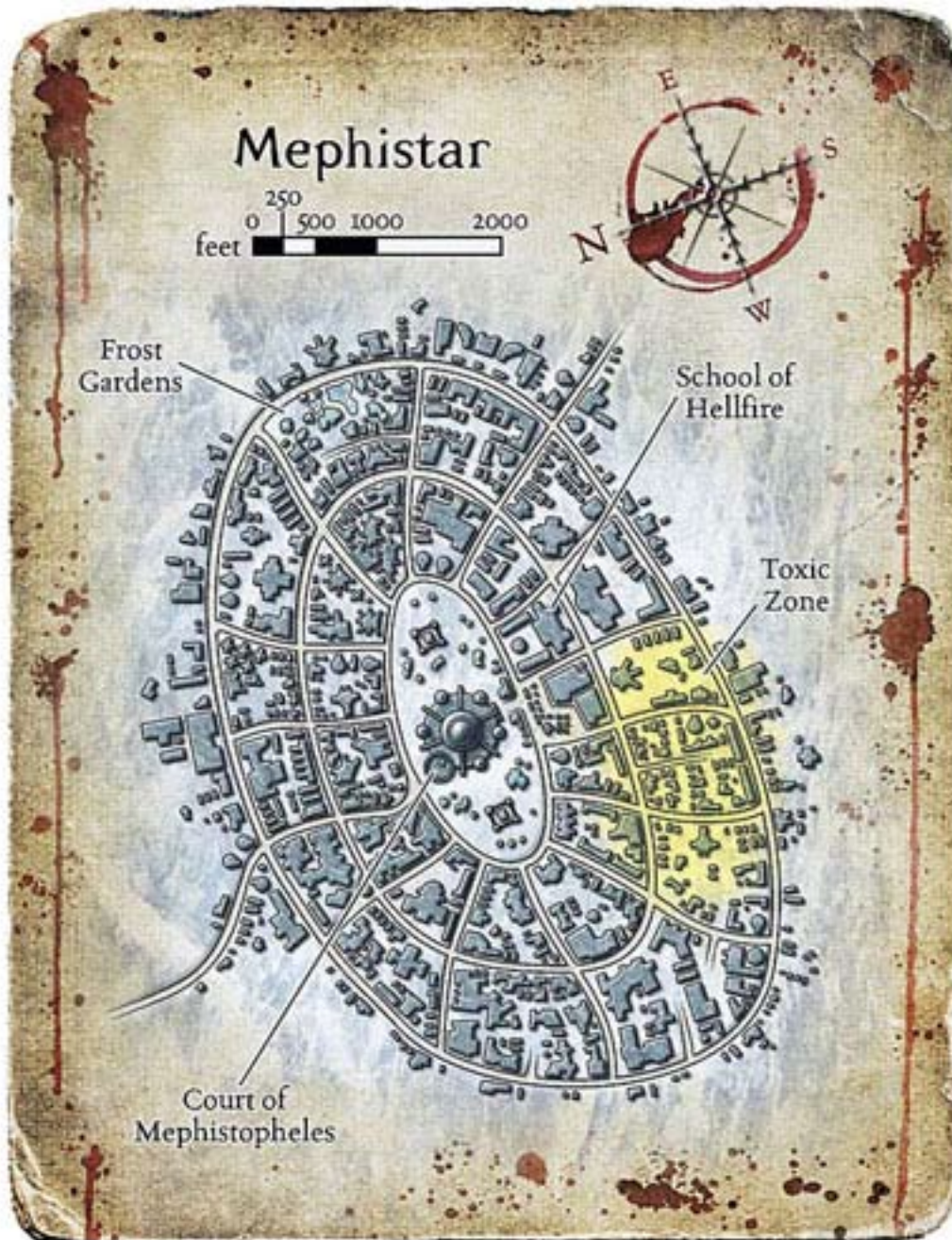


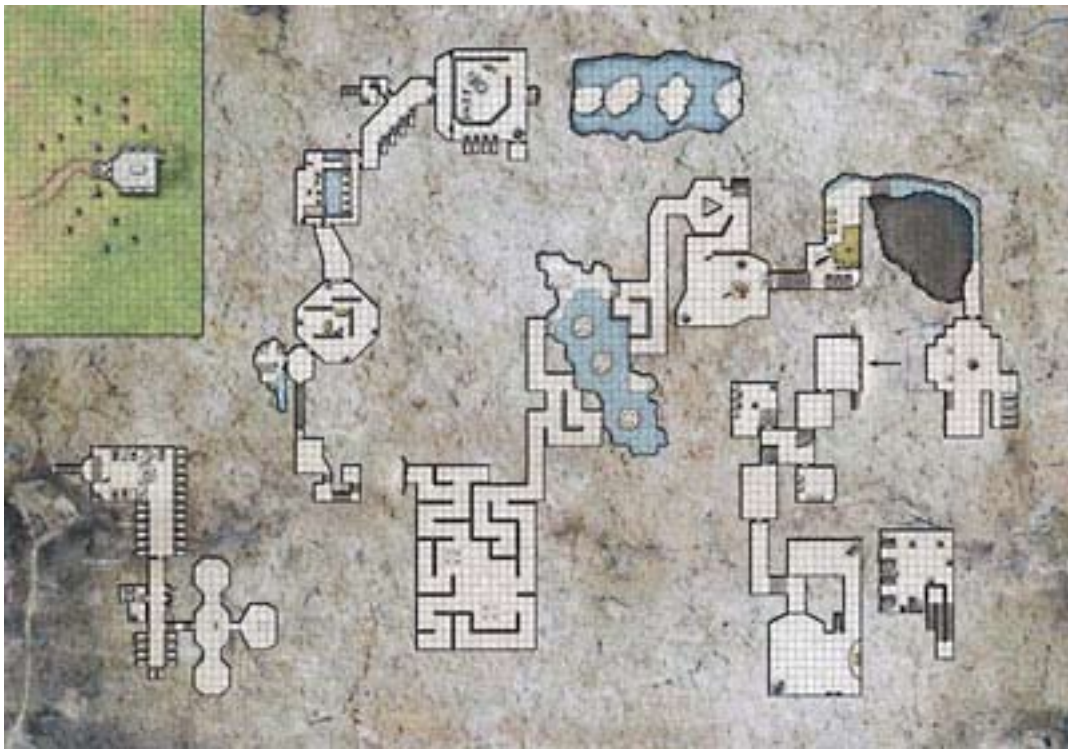




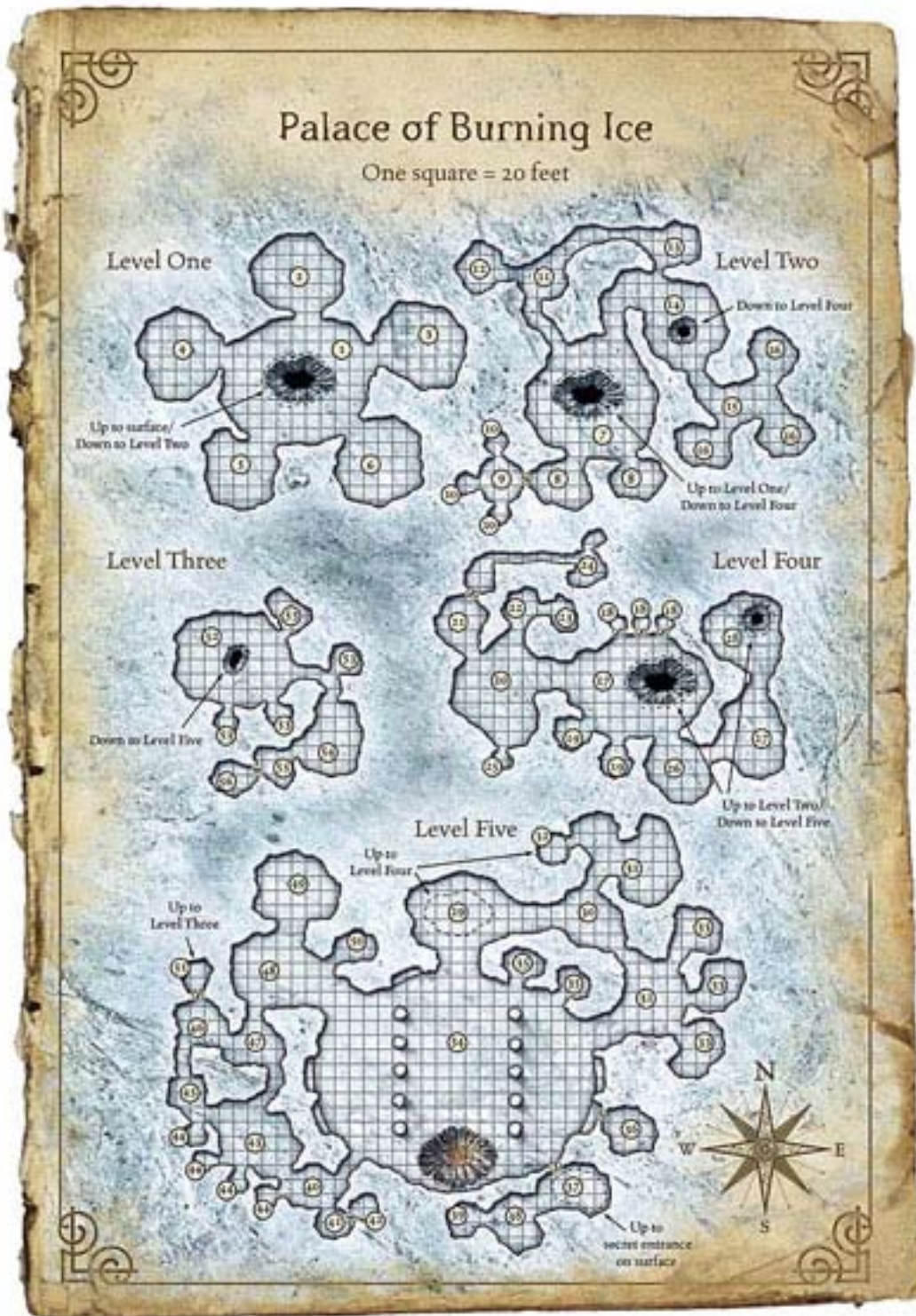














Skull Subterraneans and Drow Redoubt, 2 of 3



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GIFTER

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